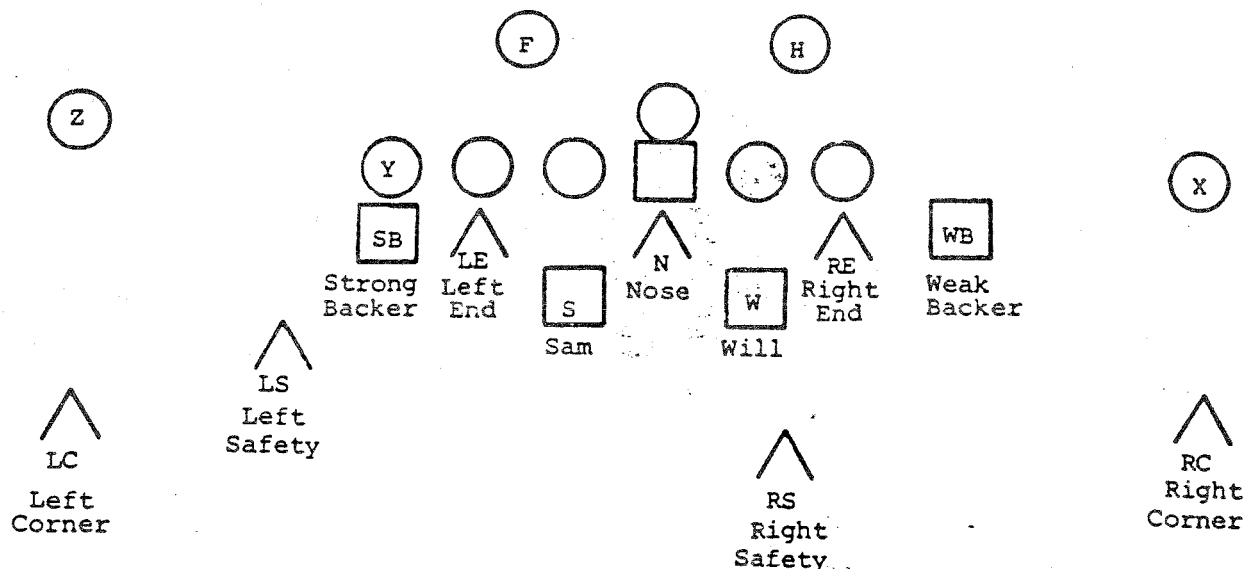


New York Giants

34

Bud Carson



PHILOSOPHY OF THE NEW YORK GIANTS DEFENSE

Our basic defense is the 3-4. The Giants philosophy on 1st and 2nd down is to stop the run and play good zone pass defense. We will occasionally play man/man and blitz in this situation. On 3rd down, we will primarily play man/man and mix in some zone and blitzes. We will rush 4 or more players vs. pass about 90% of the time.

In all situations, we will defend the inside or middle of the field first - defend inside to outside. Against the run, the Giants will not allow the ball to be run inside. We want to force the ball outside. Against the pass, the Giants will not allow the ball to be thrown deep down the middle or inside. We want to force the ball to be thrown short and/or outside.

The trademark of the New York Giants defense is aggressiveness and physical play. We will be physically strong at the line of scrimmage and will hustle and pursue relentlessly. We will be hard and sure tacklers. The New York Giants will be successful on defense if we give 100% physical effort and do not make mental mistakes. To eliminate mental errors, we must fully understand the concept of the defense and be disciplined to play the defense called. We will not allow big plays against us.

The Giants defense must perform efficiently inside our 20 yard line (Red Area) and on the goal line. We cannot allow our opponents to run the ball into the end zone. We will have a good run defense with tight pass coverage. We will prevent touchdowns and force field goal attempts by playing good team defense.

Defensively, we must adapt to every situation that presents itself and execute successfully. This requires good communication, team work, and often, personnel substitution. Defensive situations that occur regularly are: 3rd down, 4th down, 2 minute, short yardage, conserving time, protecting a lead, opponent backed up, and no huddle. We will prepare for and handle these crucial situations.

Finally, our job is to take the ball away from the opponents' offense and score or set up good field position for the Giants offense. We must knock the ball loose, force mistakes, and cause turnovers. Turnovers win games. We will be alert and aggressive and take advantage of every opportunity to come up with the ball.

PRIDE - DEFENSE WINS CHAMPIONSHIPS - PRIDE

DEFENSIVE RESPONSIBILITIES

On every defensive call, each player will have an assignment vs. a running play and a passing play. You must know both assignments on every play.

Defensive Line - Alignment, Run technique, Pass rush lane

Linebackers - Alignment (Formation), Run read, Pass rush lane or coverage (zone or man/n

Defensive Backs - Alignment (Formation), Run force, Pass coverage (zone or man/man)

1. Numbering Techniques

- On even techniques (0,2,4,6) - you have 2 gap responsibility
- On odd techniques (1,3,5,9) - you have 1 gap (shoulder) responsibility



0 technique - head up center

2 technique - head up guard

4 technique - head up tackle

6 technique - head up end

8 technique - 2 yds. outside TE (force)

3 technique - outside shoulder of guard

5 technique - outside shoulder of tackle

9 technique - outside shoulder of TE

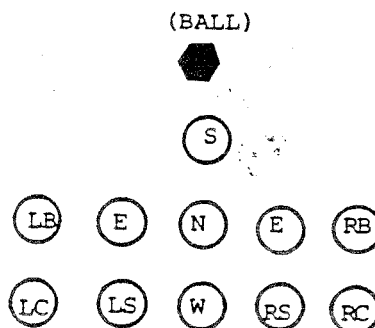
2 gap technique - Move on movement. Lead with hands. Knock blocker back and work for full extension of arms. Control blocker.



2. Coverage Responsibility

- which linebackers(s) rush - Rules for Rush by Coverage
- strongside/weakside run force - Force Rules
- coverage responsibility - Coverages vs. dropback pass
- flow rules - Play Action
- adjustments by formation - Adjustments

3. Other calls may be added to the base call dictating line stunts, front or coverage variations, or special instructions/techniques.

HUDDLEIN HUDDLE:

1. FORM HUDDLE QUICKLY - Don't be the last man.
 2. KEEP A CONSTANT HUDDLE - Nose and Will form huddle on ball. The shape and hands-on-knees appearance is the responsibility of each individual.
 3. The SIGNAL CALLER DOES THE TALKING - All others listen! Make the call only when all 11 players are in the defensive huddle. Talk straight out - not up in the air or down at the ground - see all of your men.
 4. RS will call the down & distance - Example: 2nd and 8.
 5. Sam will alert the defense to the offensive personnel - Sam will call the defense. Example: "Regular people" Stack Cover 3 *
 6. After the call, Sam will say, "READY" - then pause - ALL CLAP HANDS, which is the signal to break and concentrate on offensive huddle. WATCH OPPONENTS BREAK HUDDLE.
- * If you do not hear or do not understand the defensive signal, alert the signal caller and the call will then be repeated.

GOOD DEFENSE STARTS WITH A GOOD HUDDLE. GET IN THE HUDDLE QUICKLY.

GET THE CALL. BREAK THE HUDDLE AND SEE THE OFFENSE COME OUT.

BE READY TO PLAY. THINK ABOUT YOUR ASSIGNMENT AND ANTICIPATE THE SITUATION.

CP: Safeties - check the coverage call with the secondary as you break the huddle.

AT THE LINE

Watch the offensive huddle and pick out the strength of the formation as opponents leave the huddle. The passing strength is the 2 receiver side, not the TE. It is everyone's own responsibility to recognize and know the strength.

CALLS:

1. Safeties and Sam - First call the strength (right or left).
2. Will - Call the backfield set, or complete formation when it is set.
3. Sam - Make the "Roy/Lee" call to the front 5. Nose must hear the call.
"Roy" - ROLB rushes - "Lee" - LOLB rushes
4. OLB's - Make the color call to the end. "Green" - OLB rushes, end.
"Green" - OLB rushes, end has inside lane vs. pass.
Any other color - for example: "Blue" - OLB has coverage.
End is contain rusher vs. pass.
5. Safeties - Make the force call to the OLB - "Sky, Cloud, Backer, Kick".
OLB will acknowledge the call by hand movement.
6. LB's, DB's - Then make any other calls/alerts by situation, front, or coverage.

Vs. Movement - No change of strength or coverage adjustment

1. Sam/Safety - Call "Play It"

Vs. Change of strength movement

1. Sam/Safety - Call "Check, strong left or right" and recall the strength
2. Sam/Will - Recall "Roy/Lee"
3. Safeties - Recall forces
4. OLB's - Recall color calls

Diagram #1

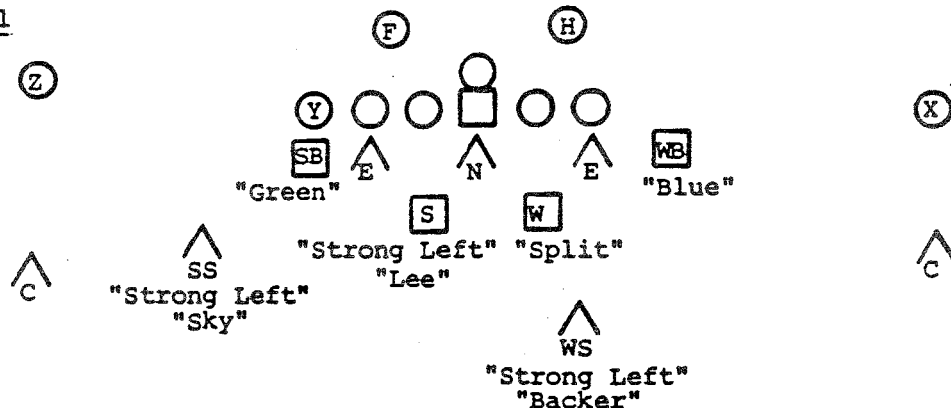
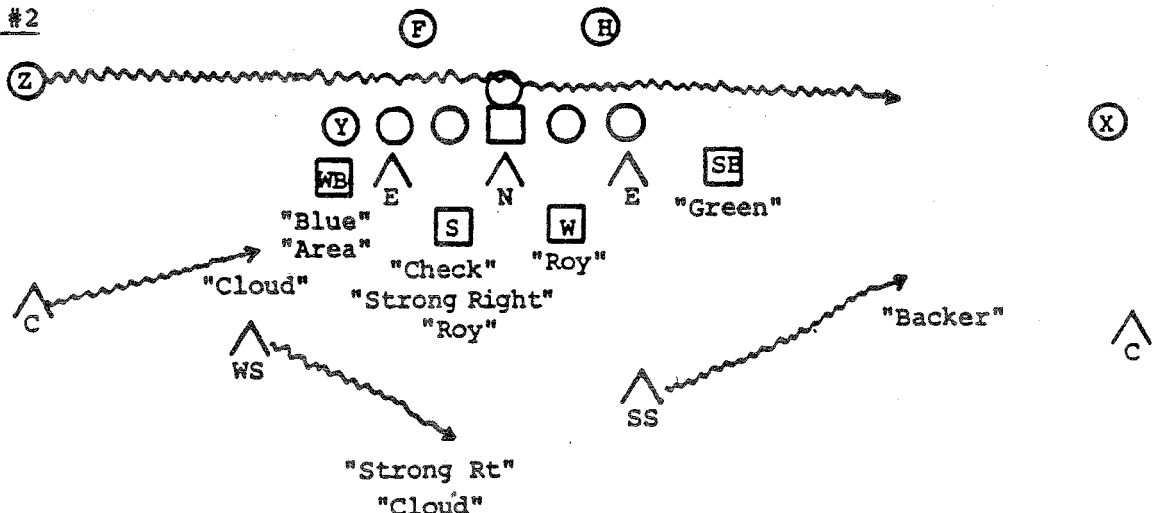


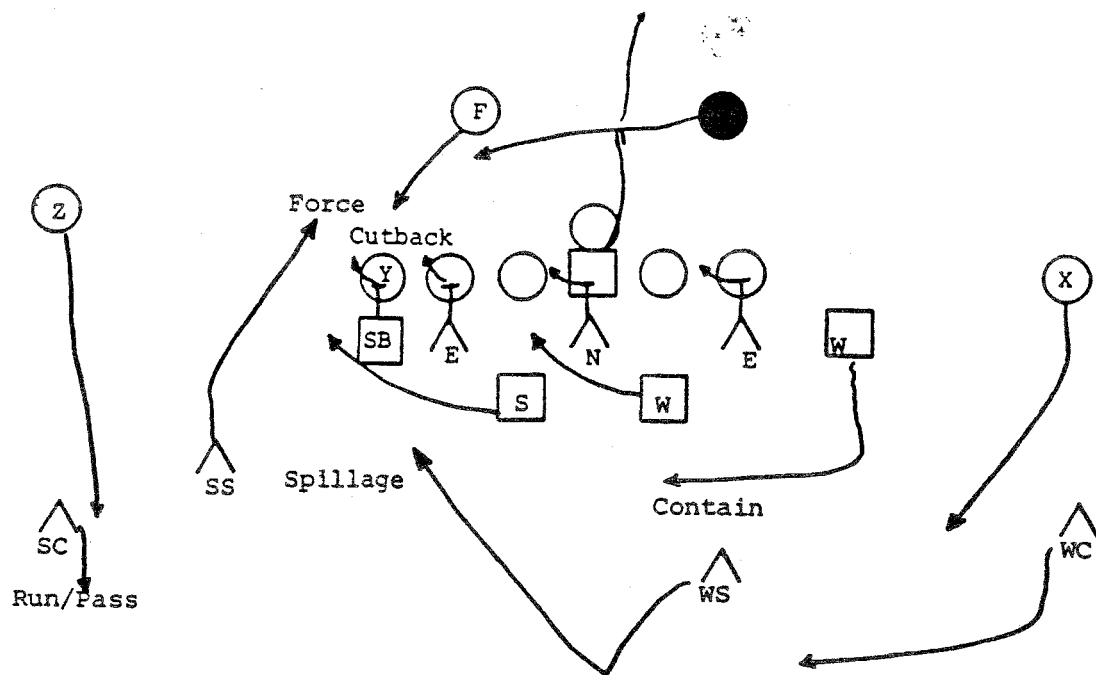
Diagram #2



GENERAL STRONGSIDE PURSUIT ANGLES OF STACK DEFENSE

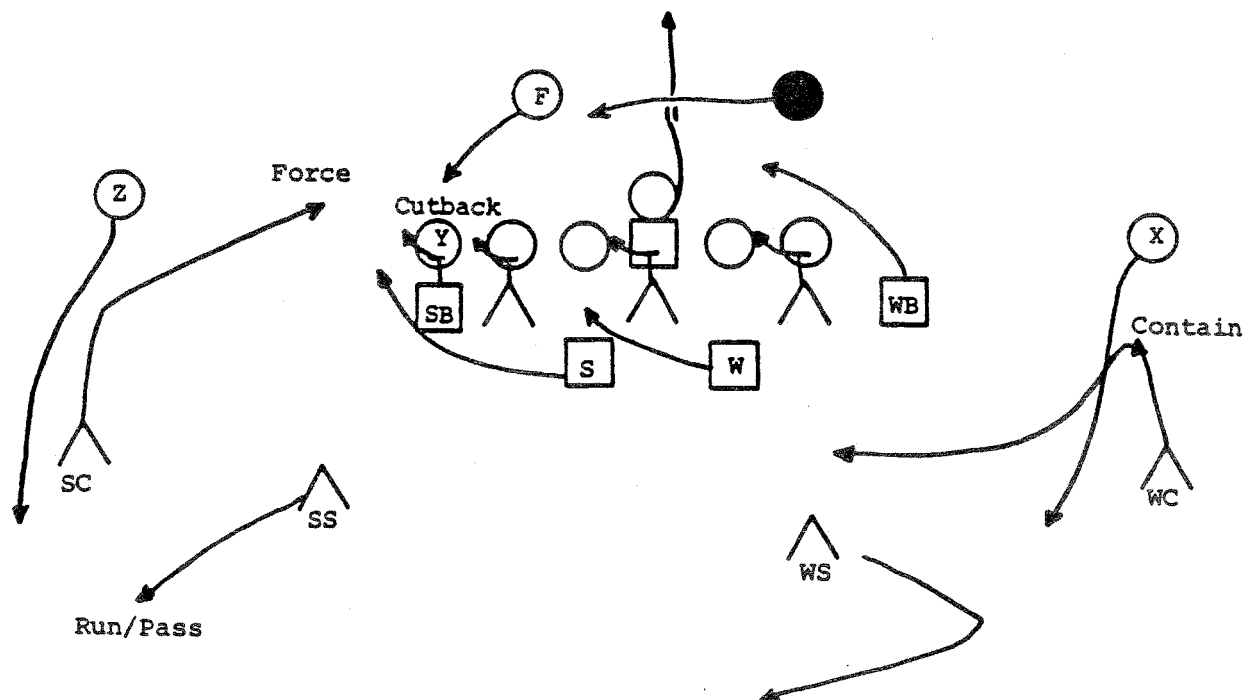
(Cover 3)

1.



(Cover 2)

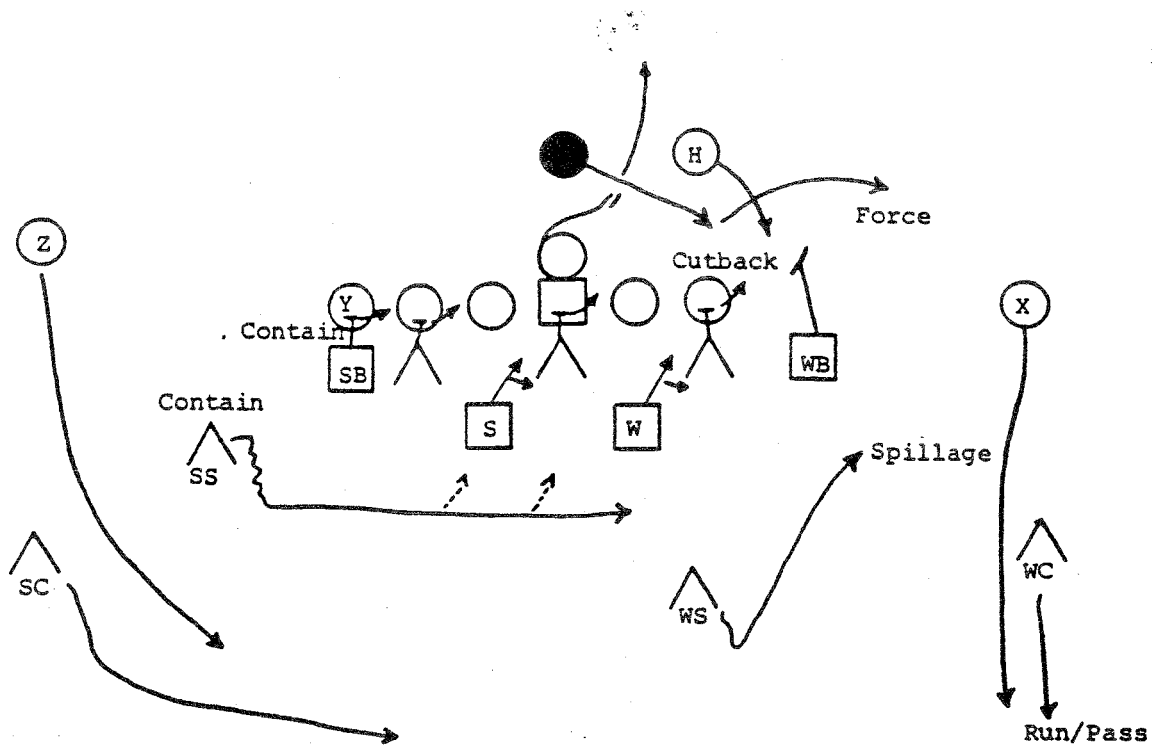
2.



GENERAL WEAKSIDE PURSUIT ANGLES OF STACK DEFENSE

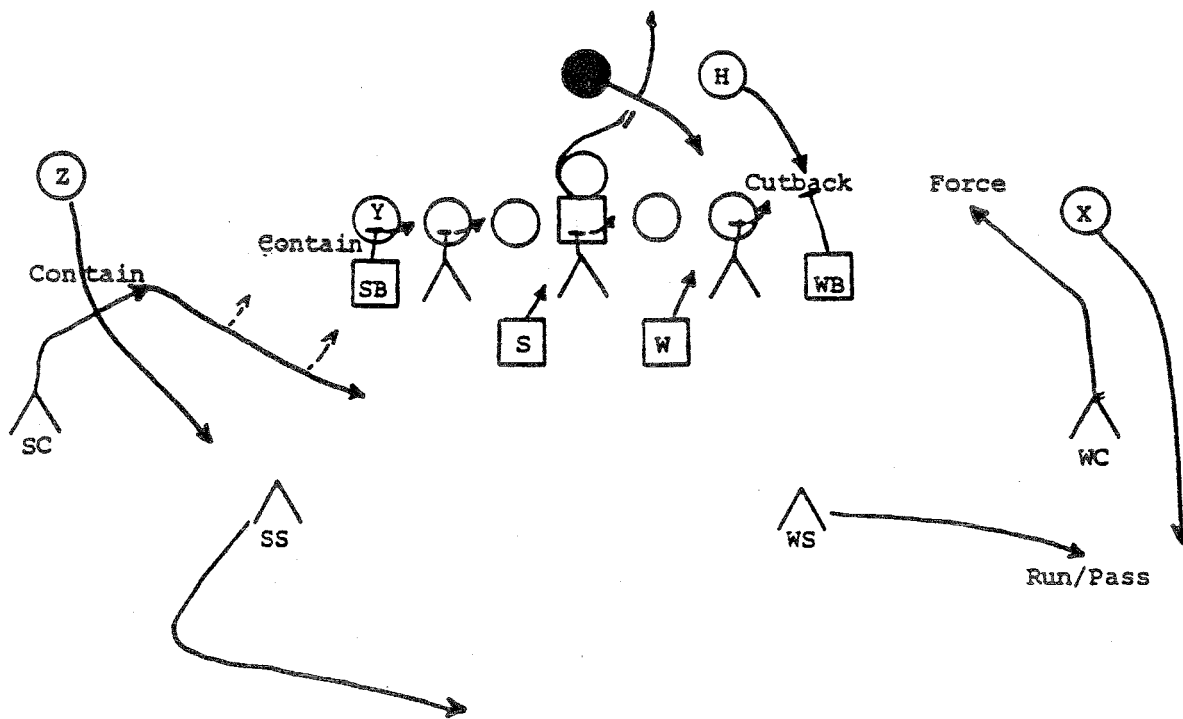
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(Cover 2)

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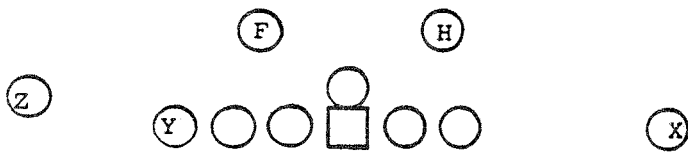
REGULAR PEOPLE - FORMATIONS

Regular People

- 2 Wide Receivers - designated X & Z
- 1 Tight End - designated Y
- 2 Backs - designated H & F

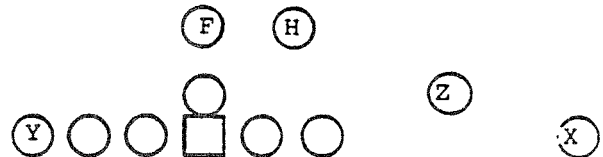
Strength is determined by the 2 WR's and 1 TE. The side which has 2 of these 3 players is the strongside.

1. Split Left



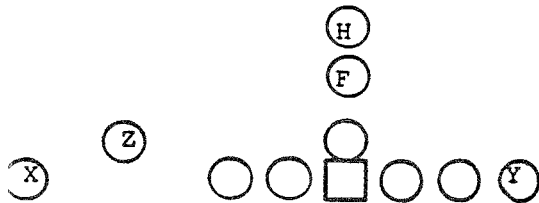
Split = backs split behind QB

2. Wing Slot Right



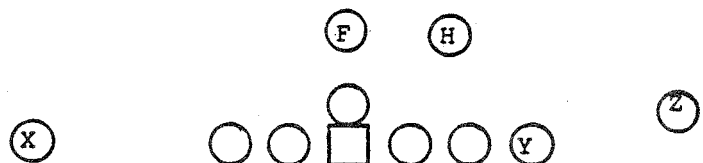
Wing = backs set away from TE
Slot = both wide receivers on same side

3. I Slot Left



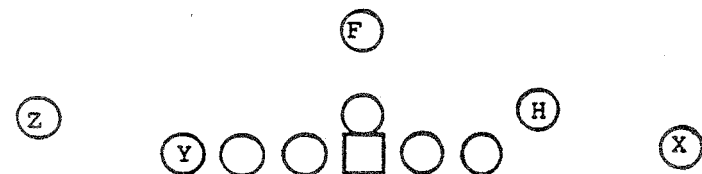
I = both backs set behind QB

4. Strong Right



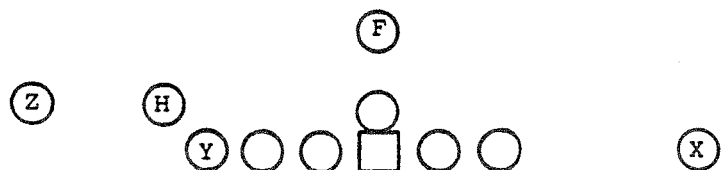
Strong = both backs set toward TE

5. Double Wing Left



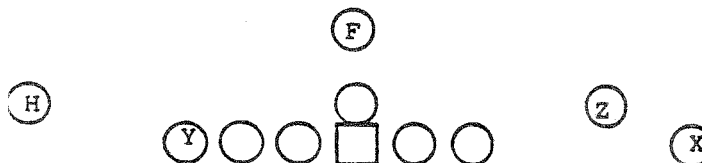
Double Wing = a variation of Pro formation
two eligible receivers near LOS on each side

6. Flood Left



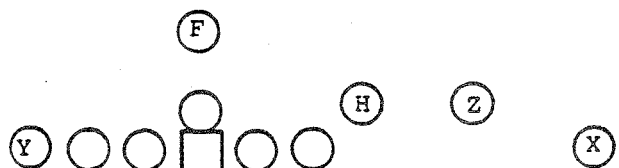
Flood = a variation of Pro formation
three eligible receivers near LOS on one side

7. Denver Right



Denver = a variation of Slot formation
two eligible receivers near LOS on each side

8. Trips Right

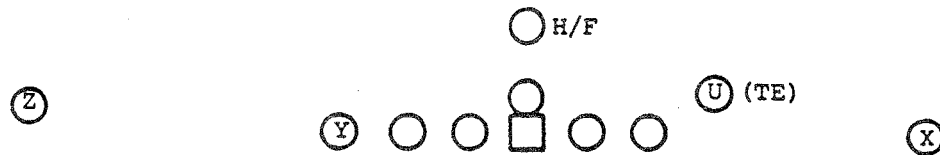


Trips = a variation of Slot formation
three eligible receivers near LOS on one side

Detroit People (D)

- 2 Wide Receivers - designated X & Z
- 2 Tight Ends - designated Y & U
- 1 Back - designated H or F (personnel)

Strength is determined by the 2 WR's and the 1st (starting) TE. The side which has 2 of these 3 players is the strongside.

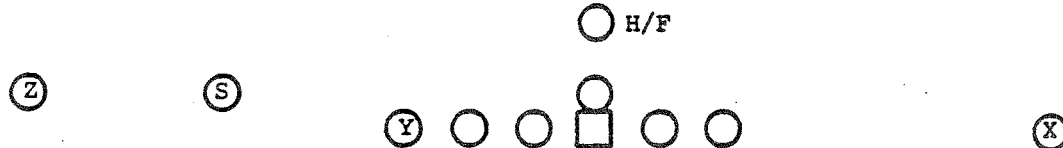


Example: Detroit Left, U Off

Half People (H)

- 3 Wide Receivers - designated X, S, and Z
- 1 Tight End - designated Y
- 1 Back - designated H or F (personnel)

Strength is determined by the 3 WR's. The side which has 2 of these 3 players is the strongside.

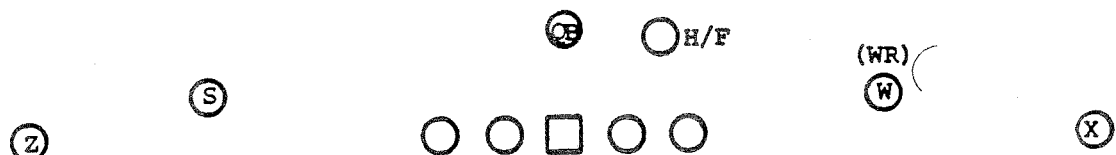


Example: Flood Left-3 (FL-3)

4 WR's

- 4 Wide Receivers - designated X, S, W, and Z
- 1 Back - designated H or F (personnel)

Strength is determined by the 4 WR's. If balanced (2 on each side), strength is left. If unbalanced (3 on one side), strength is to the 3 receiver side.



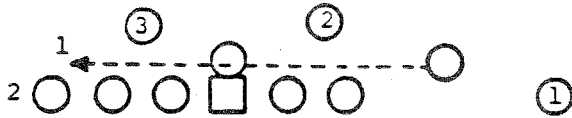
Example: Double Wing Left-4 (DW)

NUMBERING RECEIVERS

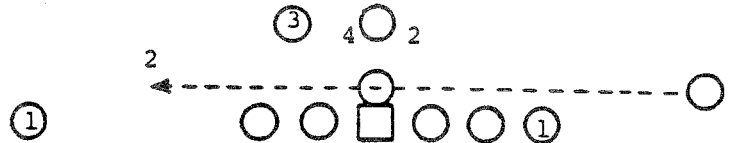
The eligible receivers are numbered from outside to inside on each side of the football. #1 is the widest receiver, #2 is the second widest receiver, etc. Receivers numbers may change due to movement. If a receiver passes the center position, he becomes the next numbered receiver outside a tight end (if there is one).

Receivers numbers in the diagrams are AFTER movement.

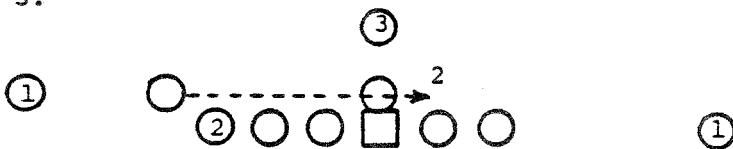
1.



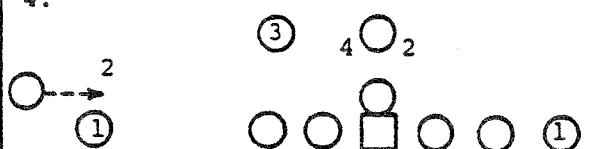
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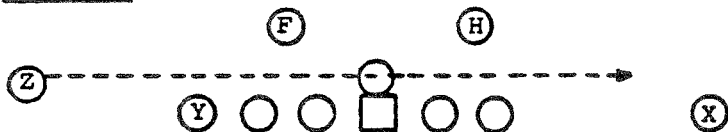


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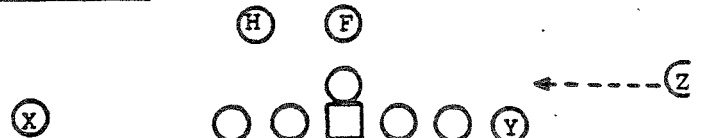
MOTION, FLY, PEEL

1. Z Fly



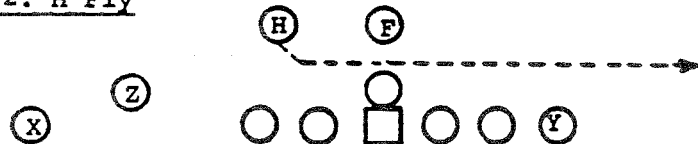
Fly - Anyone moving away from the original strength of the formation (2 receiver side).

4. Half Fly



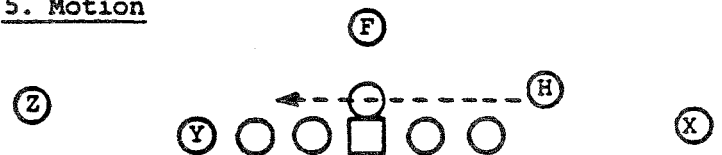
Half Fly - Anyone moving away from the original strength of the formation, but not crossing the ball.

2. H Fly



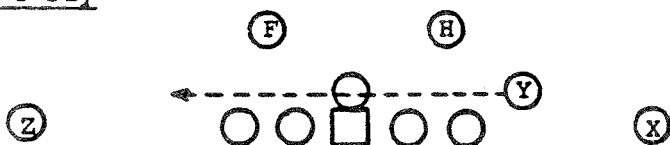
H Fly - Movement away from the strength by the halfback. No change of strength.

5. Motion



Motion - Anyone moving toward the original strength of the formation (2 receiver side).

3. Y Fly



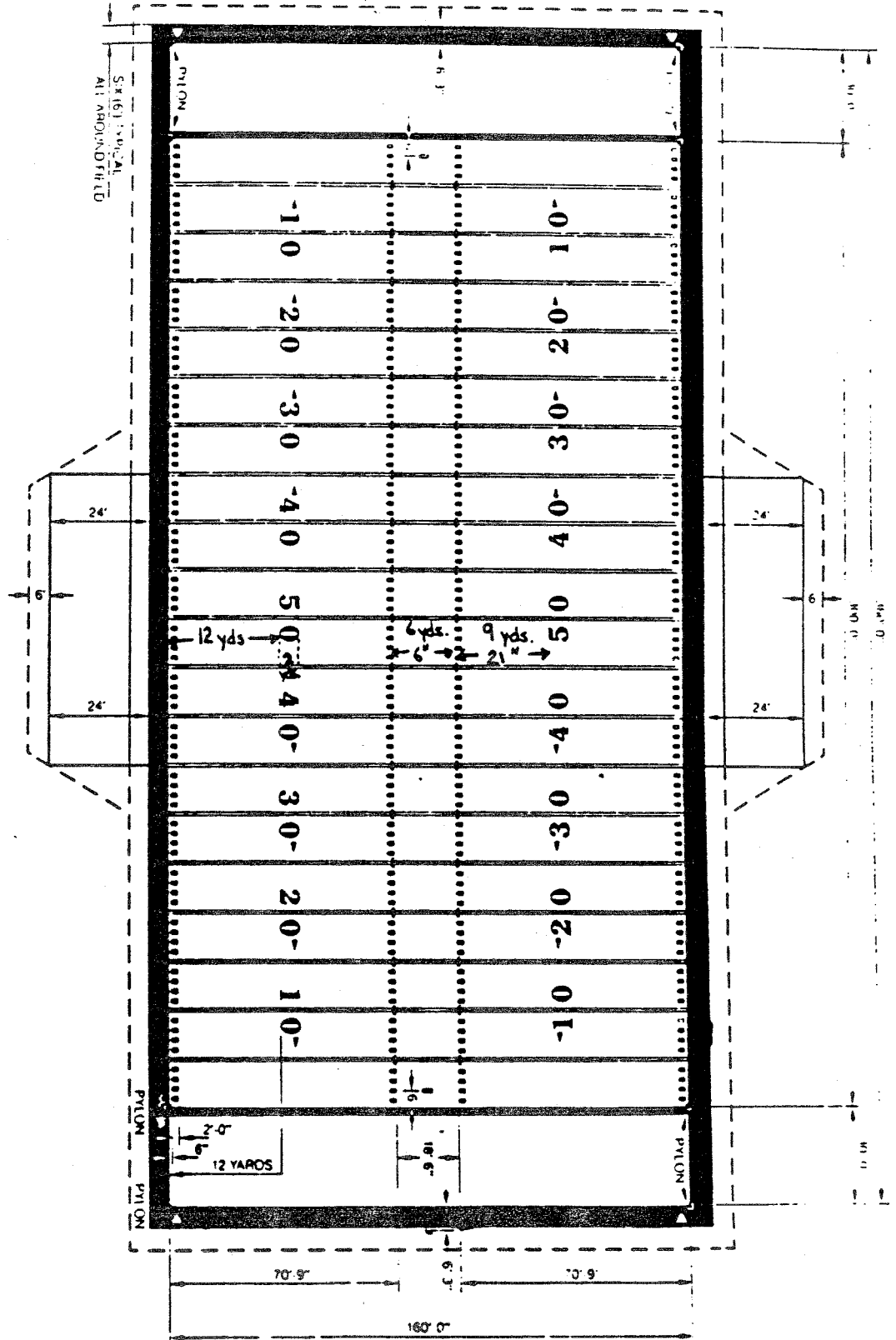
Y Fly - Movement away from the strength by the TE. Change of strength.

6. Peel



Peel - Anyone moving and returning toward his original alignment.

Plan of the Playing Field



DEFENSIVE TERMINOLOGY



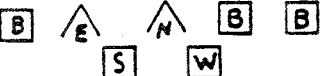
A. GENERAL TERMS

1. L.O.S. - Line of Scrimmage
2. P.O.A. - Point of Attack
3. C.P. - Coaching Point
4. Strong Backer - Outside linebacker on "Two" receiver side
5. Weak Backer - Outside linebacker on "One" receiver side
6. Mike - Inside linebacker on goal line or 43 defense
7. Sam - The inside linebacker in Stack defense who is located on the Tight End side
8. Will - The inside linebacker in Stack defense who is located on the open end side
9. Money Position - The defensive back/cover linebacker used in our transition or sub defense
10. Red Area - Area of the field from +20 to +5 yard line
11. Goal Line - Area of the field from +5 to Goal Line
12. Wide Side - Term referring to the wide side of the field with the ball on the hashmark
13. Short Side - Term referring to the short side of the field with the ball on the hashmark
14. Strongside - The side of offensive formation having the two quick receivers (2 receiver side)
15. Weakside - The side of offensive formation away from the two quick receivers (1 receiver side)
16. Tight End Side - The side of offensive formation where the tight end remains next to his tackle or the side of the 2 quick receivers in a 3 wide receiver formation - Has nothing to do with strength!
17. Open Side - The side of offensive formation where normal wide receiver is split away from his tackle
18. Near Back - The back that lines up on your side
19. Far Back - The back that lines up away from you

B. OFFENSIVE PERSONNEL

1. "Regular" - Refers to 2 WR's, 2 Backs, and 1 TE in the game
2. "Detroit" - Refers to 2 WR's, 2 TE's, and 1 Back in the game
3. "1/2" (Half) - Refers to 3 WR's, 1 TE, and 1 Back in the game
4. "3 WR" - Refers to 3 WR's and 2 Backs in the game
5. "2Y" (2 Tights) - Refers to 2 TE's, 2 Backs, and 1 WR in the game
6. "3Y" (3 Tights) - Refers to 3 TE's and 2 Backs in the game
7. "4V" - Refers to 4 WR's and 1 Back in the game
8. "New York" (NY) - Refers to 1 WR, 3 TE's and 1 Back in the game

C. DEFENSIVE PERSONNEL

1. "Regular" - Refers to 3 Linemen, 4 Linebackers, 4 Defensive Backs

2. "Jumbo" - Refers to 4 Linemen, 3 Linebackers, 4 Defensive Backs

3. "Hammer" - Refers to 2 Linemen, 5 Linebackers, 4 Defensive Backs


C-1. SUB DEFENSIVE PERSONNEL

1. "Jack" - Refers to 2 Linemen, 3 Linebackers
2. "Queen" - Refers to 3 Linemen, 3 Linebackers
3. "King" - Refers to 4 Linemen, 1 Linebacker
4. "Nickle" - Refers to 4 Defensive Backs, Star (5th DB),
Nickle (Cover Backer)
5. "Dime" - Refers to 4 Defensive Backs, Star, Dime (6th DB-Safety)
6. "Quarter" - Refers to 4 Defensive Backs, Star, Quarter (6th DB-Corner)
7. "Dollar" - Refers to 4 Defensive Backs, Star, 6th DB,
Dollar (7th DB for LB'er)
8. "Penny" - Refers to 4 Defensive Backs, Star, 6th DB, Penny (7th DB for DL)

- C-2. **GOAL LINE** - Special Defensive Personnel used to defend the field from the +5 yard line to the end zone

D. FRONTS

1. 34 - 3 Linemen, 4 Linebackers, 4 Defensive Backs alignment - No Linebackers rushing vs. pass
2. Stack - 3 Linemen, 4 Linebackers, 4 Defensive Backs alignment - 1 Linebacker rushing vs. pass (by coverage)
3. Sink - Variation of Stack Defense with TE Side DE in 3 alignment
4. Reduced - Variation of Stack Defense with Open Side DE in 3 alignment
5. Diamond - Variation of Stack Defense with both DE's in 3 alignment
6. Even - Variation of Stack Defense with line shifted toward TE Side
7. Ruby - Variation of Even Defense with Will Linebacker aligned in a zero alignment
8. Point - Variation of Even Defense with TE Side End aligned outside of the Tight End

D-1. SUB FRONTS

1. Even - A balanced front with an equal number of rushers aligned on either side of the Center
2. Odd - A front with the Center and Offensive Tackles cover - Only 3 designated rushers
3. Over - An over shifted front with 3 rushers to one side of the Center
4. Under - A combination odd and over shifted front
5. Diamond - A front in which all Offensive Linemen are covered

E. RUN SUPPORT

1. Force - This term describes the responsibility of meeting the end run in its formative stage and making the tackle or forcing the cutback, or forcing the ball carrier deep so that he is vulnerable to pursuit
2. Primary Force Man - The player responsible for forcing the end run
3. Secondary Force Man - The players(s) responsible for play action pass, (Run Pass/Play Pass) run pass, and delayed run support
4. Cutback Area - The area between the force man and the first pursuit man
5. Spillage - A defensive player who is responsible for the inside off-tackle cutback area or a deep outside bounce by a running back
6. Sky (Safety Force) - Coordinated end run support where the Safety is the primary force man
7. Cloud (Corner Force) - Coordinated end run support where the Corner is the primary force man
8. Kick (Corner Force) - Coordinated end run support where the Corner is the primary force man to a tight weak side
9. Backer - Coordinated end run support where the outside Linebacker is the primary force man
10. Cat - Aggressive corner force determined by the movement of 2
11. "X" - Defensive end/outside linebacker stunt used only in blitzes; the defensive end is the primary force man
12. Bounce - Technique used by primary force man to force ball carrier deep and out of running lane
13. Replace - Support pattern by the defensive back to replace the force man if he is blocked and loses containment
14. Contain Man - Player assigned to follow football for reverse, boot, or cutback
15. Pursuit - An aggressive procedure by defensive player in going to the ball and stopping forward progress of the ball carrier (Inside-out approach - proper pursuit angle)
16. Crack - A down block by a flanker or split end on a safety or linebacker
17. Strong Flow - Both backs moving to the strong side
18. Weak Flow - Both backs moving to the weak side
19. Split Flow - One back moving strong, while the other goes weak

F. DEFENSIVE LINE & LINEBACKER TERMS

1. Base - Nose plays 0 technique, Ends play 4 technique
- "Base Call" - Call telling Line to return to their base technique
2. Color Call - Call by Outside Linebacker to Defensive End
 - A. "Green" - Tells Defensive End that Outside Linebacker is rushing - Defensive End will rush inside vs. pass
 - B. "Any Other Color" - Tells Defensive End that Outside Linebacker is in coverage - Defensive End will be contain rusher vs. pass
Ex. "Blue"
3. "Lee" - LOS call alerting Line and Linebackers that the Left Outside Linebacker is rushing
4. "Roy" - LOS call alerting Line and Linebackers that the Right Outside Linebacker is rushing
5. "Jet" - A huddle call or audible call alerting Linemen and rushing Linebackers to use pass rush techniques and react to the run
6. "Game" - A huddle call alerting Linemen and rushing Linebacker to use 2/3 man maneuver to rush the passer
7. "Omaha" - Verbal alert used to call off Defensive Line games - Linemen use straight pass rush
8. "Bird" - Verbal alert used to indicate passing play
9. "Rabbit" - Verbal alert used to indicate running play

G. LINEBACKER TERMS

1. "Change" - Exchange of pass responsibility between an Inside Linebacker and an Outside Linebacker on the same side
2. "Swap" - Exchange of pass responsibility between Inside Linebackers
3. "Area" - A zone pass defense technique, in which the Weak Backer and an Inside Backer cover the two Weakside pass receivers
4. "Clamp"
(2 on 1) - A man/man pass defense technique with two Linebackers playing in/out on 1 receiver (Back or Tight End)
5. "Funnel"
(3 on 2) - A man/man pass defense technique in which 3 defenders (usually Linebackers) play 2 receivers
6. "Banjo"
(2 on 2) - A man/man pass defense technique with 2 Linebackers or 1 LB'er and 1 DB playing man/man on 2 receivers based on their release
7. "Lock"
(2 on 2) - A man/man pass defense technique with 2 Linebackers playing man/man on 2 receivers regardless of their release
8. "Fire" - A term used to tell 2 Linebackers to rush vs. pass - Usually used with regular defensive personnel in game
9. "Fox" - Both Outside Linebackers rushing
10. "Bear" - Both Inside Linebackers rushing away from Tight End
11. "Tiger" - Both Inside Linebackers rushing to Tight End side
12. "Lion" - Both Inside Linebackers rushing straight ahead
13. "Fast Read" - ILB read - Both Backs and ball going in same direction
14. "Slow Read" - ILB read - Backfield action in counter, split, delayed, crossing action, or underneath ball handling
15. "Direct Read" - ILB read - Back and ball attacking your gap
16. "Emily" - Alignment on LOS by a Safety on a normal TE - LB'er moves out to an 8 technique (Backer Force)
17. "Hash" - Term used in Cover 2 telling the Linebackers to the short side to rush, regardless of formation strength
18. "Blitz" - Term used to control 6 or more designated rushers - 3 Linebackers rushing vs. pass (Note: Blitz also refers to the coverage used by Inside Backer and the 4 Defensive Backs in this defense)
19. "Flip" - Alert call to change coverage/pass rush responsibilities within a coverage between Strong Outside Linebacker and Weak Outside Linebacker - Sam and Will change responsibilities accordingly

H. STUNTS FROM STACK

1. Directions - Huddle call alerting Defensive Linemen that they will be stunting - Listen for "Roger/Louie" call at LOS
2. "Roger" - Stunt sending all Defensive Linemen to their right (CP: OLB)
3. "Louie" - Stunt sending all Defensive Linemen to their left (CP: OLB)
4. "Ringo" - Stunt sending Nose to the right - A Gap
5. "Lucky" - Stunt sending Nose to the left - A Gap
6. "Rip" - Stunt exchanging assignments between End and Inside Linebacker - End charges to B Gap, Inside Linebacker fills C Gap on flow toward
7. "Ram" - Stunt exchanging assignments between End and Inside Linebacker - End charges to B Gap, Inside Linebacker fills C Gap on flow toward - Nose is the contain rusher vs. pass on the "Ram" side
8. "Slam" - Stunt exchanging assignments between End, Inside Linebacker, and Outside Linebacker - End charges to B Gap, Outside Linebacker charges to C Gap, and Inside Linebacker fills D Gap (cutback) on flow toward - Nose is the contain rusher vs. pass on the "Slam" side
9. "X" - Stunt between Outside Linebacker and End (blitzes only) - Linebacker charges to B Gap and End works outside to be the force man
10. "Crash" - Stunt between Nose and Reduced End - End charges to A Gap, Nose 2 Gap Center vs. run to TE - Stab off and scrape to B Gap on run to Reduced End or on pass

I. GAMES

- Charge by Defensive Linemen (and Linebacker at times) to assist our pass rush

1. Outside Games from Stack:

- A. "Green Read" - Game between Defensive End and (Green) Outside Linebacker
- B. "Pick" - Game in which 1st defender bumps Offensive Lineman and 2nd defender engages & comes behind (around) bump
- C. "Loop" - Game between Defensive End and (Green) Outside Linebacker - End rushes upfield, and Linebacker starts upfield and comes underneath End

2. Inside Games from Stack:

- A. "Sammie" - Game between End and Sam - Sam hits B Gap and End comes around
- B. "Willie" - Game between End and Will - Will hits B Gap and End comes around
- C. "Sink It" - Tackle/End game from a 3 man front - On snap, End goes 1st, inside, and Tackle comes around for contain
- D. "Bullit" - Stunt between Nose and Inside Linebacker - ILB hits A Gap and Nose charges to far A Gap
- E. "Scrape" - Stunt exchanging assignments between End and Inside Linebacker - End charges to B Gap, Inside Linebacker fills C Gap on flow toward - Inside Linebacker is contain rusher vs. pass
- F. "Me" - Tackle/End game from a 3 man front - Tackle goes first and End comes inside behind Tackle (Tackle is penetrator)
- G. "You" - Tackle/End game from a 3 man front - End goes first inside and Tackle comes around for contain (End is penetrator)
- H. "Mirror" - A call to a designated defender to mirror the QB - Mirror man will draw block of Lineman and stop QB scrambles up the middle - Contain rushers maintain responsibility for contain

3. Games and Alignments from 4 Man Front:

- A. "Me" - Tackle/End game from a 4 man front - Tackle goes
Wide Me first and End comes inside behind Tackle
 (Tackle is penetrator)
- B. "You" - Tackle/End game from a 4 man front - End goes
 first inside and Tackle comes around for contain
 (End is penetrator)
- C. "Ram" - 3 man line game from a 4 man front - End and Tackle
 on same side come inside - Tackle on opposite side
 comes around for contain
- D. "Flush" - 3 man line game from a 4 man front - Both Tackles
 charge left or right and End on that side comes
 behind across the ball
- E. "Tom" - 2 man line game from a 4 man front - Call (Gap) Tackle
 goes first and Weak Tackle comes around
- F. "George" - Alignment by Tackle in the A Gap in a 4 man front
- G. "Mirror" - Call used to designate a defender to mirror the QB -
 Mirror man will draw the block of Offensive Lineman
 and play for QB scrambles - Rushers are responsible
 for forcing QB out of the pocket to the outside

J. PASS COVERAGE TERMINOLOGY

1. "Area" - A zone pass defense technique in which the Weak Backer and an Inside Linebacker cover the 2 Weakside pass receivers
2. "Banjo" (2 on 2) - A man/man pass defense call telling 2 Linebackers to play man/man on two receivers based on their release
3. "Clamp" (2 on 1) - A man/man pass defense technique in which 2 Linebackers play in/out on 1 receiver (Back or Tight End)
4. "Funnel" (3 on 2) - A man/man pass defense technique in which 3 defenders (usually Linebackers) play 2 receivers
5. "Iowa" (2 on 1) - A man/man pass defense technique with 2 Defensive Backs playing man/man on 1 receiver based on his release
6. "Load" (2 on 2) - A man/man pass defense technique with the 2 Safeties playing man/man on 2 receivers based on their release (usually involving a Tight End)
7. "Lock" (2 on 2) - A man/man pass defense call telling 2 Linebackers to play man/man on 2 receivers regardless of their release
8. "Rover" - A man/man pass defense term telling a designated defender (LB'er) to cover the center area
9. "Cross" - A man/man pass defense technique in which 3 defenders (DB's) play 2 receivers
10. "Solo" (2 on 1) - A man/man pass defense technique in which 2 Defensive Backs play in/out on 1 receiver
11. "C" (2 on 1) - A man/man coverage technique in which 2 defenders (DB's) play man/man short and deep on 1 receiver
12. "Swap" - Exchange of pass responsibility between Inside LB'ers
13. "Vise" - A man/man pass coverage in which a Defensive Back and a Linebacker play in/out on a Back/Tight End
14. "Wilson" - A man/man pass defense technique with the Weak Safety and the Weak Corner playing man/man on a Tight End and Back based on their release
15. "Ace" - Solo technique on widest Wide Receiver
16. "Deuce" - Solo technique on 2nd widest Wide Receiver
17. "Cut" - A man/man pass defense technique in which a defender frees up from his original coverage to go help on another receiver
18. "Funnel-China" - Funnel pass coverage with an exchange of responsibility between Strong Linebacker and Safety
19. "Ted" - Used with 3-Buzz coverage to lock the coverage into the Tight End side of the formation

- 20. "Stay" - A call on Cover 2 or Cover 3 alerting defenders not to move, but to slide with offensive alignment
- 21. "Stick" - A man/man pass defense call telling assigned defender to cover the assigned receiver man/man instead of rushing.
- 22. "Destroyer" - A pass defense call telling assigned defender (Backer, Star, S-B) to disrupt the release of an assigned receiver as he rushes the passer
- 23. "Butch" - A pass defense call alerting defensive end to disrupt the release of an assigned receiver as he rushes the passer

J-1. VERBAL ALERTS AND CALLS

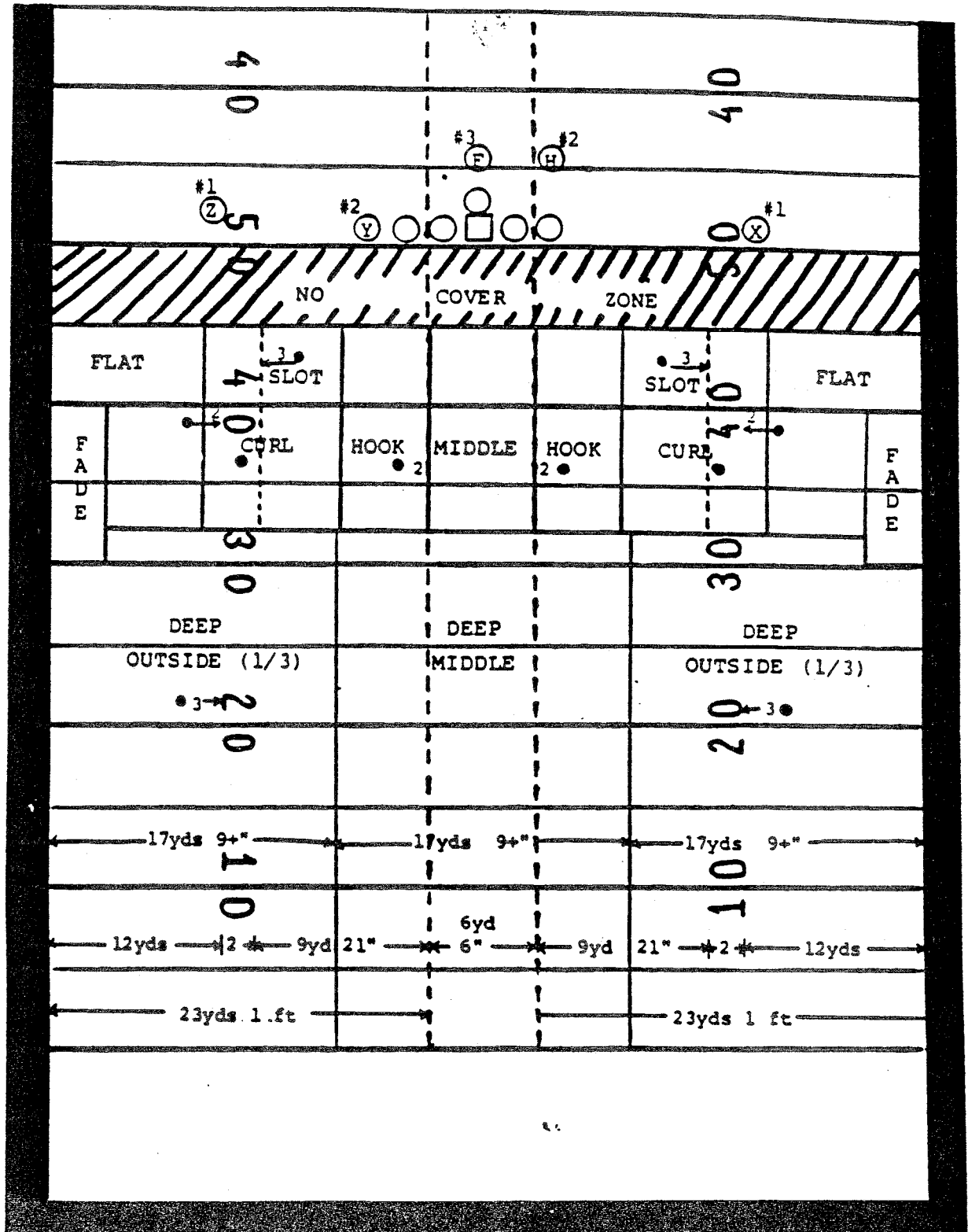
- 1. "Bingo" - Term denoting pass interception
- 2. "Buzz" - A call to designate a change in zone pass responsibility between a Safety and a Linebacker
- 3. "Check" - Automatic call alerting the Secondary & Linebackers that we are going to change our pass coverage - This call will be followed by the new coverage
- 4. "Club" - A call attached to our normal zone defenses, telling the Corner(s) responsible for flat to jam #1 first and then react to their normal keys
- 5. "Dog" - A call used in coverage in which one defender plays man/man on a certain receiver and everyone else plays normal coverage
- 6. "Linda" - A call directing the left Outside Linebacker to rush and a zone rotation left
- 7. "Rita" - A call directing the right Outside Linebacker to rush and a zone rotation right
- 8. "Match-up" - Term telling Corners to line up on Wide Receivers (Corners over vs. slot/twin)
- 9. "Walk" - Call made to OLB in zone coverage telling Linebacker to split the difference between the Wide Receiver and Offensive Lineman
- 10. "Out" - Call made in Cover #3 zone telling defender to move out on Wide Receiver and hit/harass him at LOS, using out technique
- 11. "Play It" - Call alerting the Secondary and Linebacker to remain in the coverage called
- 12. "Push" - Term alerting pass defenders on motion/fly that defenders will slide one man over to adjust to movement
- 13. "Cop" - A call in Cover 3 designating a change in zone pass responsibility between a Safety and a Corner - Corner plays the flat zone - (Corner Up)

J-2. TECHNIQUES & RULES RELATIVE TO PASS COVERAGE

1. Bump - Alignment in which Corner or Sub lines up on the LOS vs. a Wide Receiver
2. Off - Alignment in which Corner or Sub lines up in a normal position vs. a Wide Receiver
3. Emily/Wanda/Gloria/Carol - Specific alignments by the Safety on or near LOS as designated by each particular call
4. Inside Tech (Linebackers) - A man/man pass coverage technique used by a Linebacker with no deep help - Linebacker will be on inside shoulder and even with receiver as he moves downfield
5. Inside Tech (Def. Backs) - A man/man pass defense technique - Defender takes inside position on receiver (your outside foot splits receiver's stance)
6. Shoulder Tech - A man/man pass coverage technique used by a Defensive Back from a bump alignment - Defender's shoulders are beside (even with) receiver's shoulders throughout the route
7. High Shoulder Tech - A man/man pass coverage technique used by a Defensive Back from bump alignment when WR takes a fade release - Defender's shoulders are slightly more upfield than receiver's shoulders
8. Low Shoulder Tech - A man/man pass coverage technique used by a Defensive Back from bump alignment when he has enough deep help to play under a receiver's pattern
9. Trail Tech - A man/man pass coverage technique used by a defender with deep help - Defender will trail receiver on low shoulder and break underneath of receiver's route
10. Hard Inside Tech (Def. Backs) - A man/man pass defense technique - Defender takes inside position on receiver (your outside shoulder is at least one yard inside the inside shoulder of the receiver)
11. Outside Tech - A man/man pass defense technique - Defender takes outside position on receiver (your inside foot splits the receiver's stance)
12. Feather - Alignment in which a Defensive Back starts in a bump, and backs off 4 yards and inside receiver prior to the snap
13. Jam - A pass defense technique in which defender makes contact with receiver within 5 yards of LOS to disrupt receiver's pattern or forces the receiver to alter his route more than 2 1/2 yards laterally as he moves upfield
14. Settle Tech - Coverage technique used by defender where he waits as the receiver approaches and then jams him to disrupt the receiver's pass route

15. Soft Tech - A technique on Cover 2 telling the Corner to disguise the coverage by dropping to 14 yards and then settling in the flat area
16. Hug - A man/man pass defense technique - When a receiver sets up to block, the designated defender goes and engages that receiver so he cannot release for a pass or block a teammate
17. Key Blitz - Technique used by Outside Linebacker or Defensive Back when he is responsible for covering Near Back man/man - Defender rushes, but covers Near Back man/man if the Back releases his side on pass route
18. Pattern Read - A zone pass defense technique used by the underneath coverage - Underneath defenders will react to receiver's routes based on pattern recognition
19. Robot - A pass defense technique used by Sam to cover the flow pass
20. Sloop - Describes the drop by an underneath defender (usually a Linebacker) - Defender will drop to 2 yards outside the numbers and 10 yards deep to take away the out
21. Split Rule - A rule that determines the Corner's alignment in 3 deep zone coverage - Inside or outside alignment is based on the alignment of the widest receiver
22. Numbers Rule - A rule that determines the type of technique a defender plays in man/man coverage - Inside, outside, or head up technique is based on whether the receiver lines up outside the numbers on the field
23. Push Rule - A rule in man/man coverage - The defender covering the Tight End will be responsible (push) to cover a Back or 2nd Tight End that lines up wider than his original coverage
24. Radar - A pass defense technique used by LB'ers to defend the 3-step (90) passing game
25. Bracket - Used by two adjacent LB'ers in zone coverage to squeeze off a short receiver's read route

PASS DEFENSE AREAS



DEFENSIVE CALLS RESPONSIBILITY

- A. One of the Linebackers will be designated as our Defensive Signal Caller.

The Right Safety's Responsibility is:

1. Down and Distance - Make sure that the total defensive unit is aware of defensive situation.

The Defensive Signal Caller's Responsibility is:

1. Alert the defense to the offensive personnel.
2. Call of Base Defense (Front Line) and Pass Coverage.

- B. Other Defensive Call Responsibilities

1. Designated Defensive Lineman

- a. Call defensive line game if defense dictates one
- b. "Omaha" any games according to game plan

2. Sam

- a. Call out Strength and Formation (or rush call)
- b. Any alignment change or Stunt Change
- c. Repeat pass coverage call
- d. Motion recognition

3. Strong and Weak Backer

- a. Formation recognition (strength)
- b. Give a color call to the defensive end
- c. Any stunt change of defensive end his respective side
- d. Repeat Pass Coverage Call
- e. Acknowledge force call by secondary

4. Will

- a. Any alignment change of Defensive End his side
- b. Repeat Pass Coverage Call

5. Defensive Secondary

- a. * Safeties must call strength of formation
- b. Call out Pass Coverage - Weak Safety Responsibility - All others repeat call
- c. Call out Support Responsibility - Responsibility of both the Strong and Weak Safety - Corners and Outside Linebackers repeat call
- d. Motion Calls - Made by Weak Safety

6. Defensive Audibles

- a. Recognition of "Exotic" formations and any coverage change associated with those formations are the responsibility of everyone.
- b. Linebackers and Deep Backs - Communicate. You must relay the coverage change both by audible and visual signals. As a secondary, we must make certain that everyone knows the defense we will play. Eliminate any possible mental error by Talking to each other.
- c. Sam will make the call to change our Front, Stunts, or Games. The call will be made by giving an audible signal which will alert our line and linebackers to the change. Repeat call twice.
- d. All Changes Must Occur Quickly! This requires Concentration and Communication by everyone. Remember, we have no secrets on defense.

OFFENSIVE TERMINOLOGY

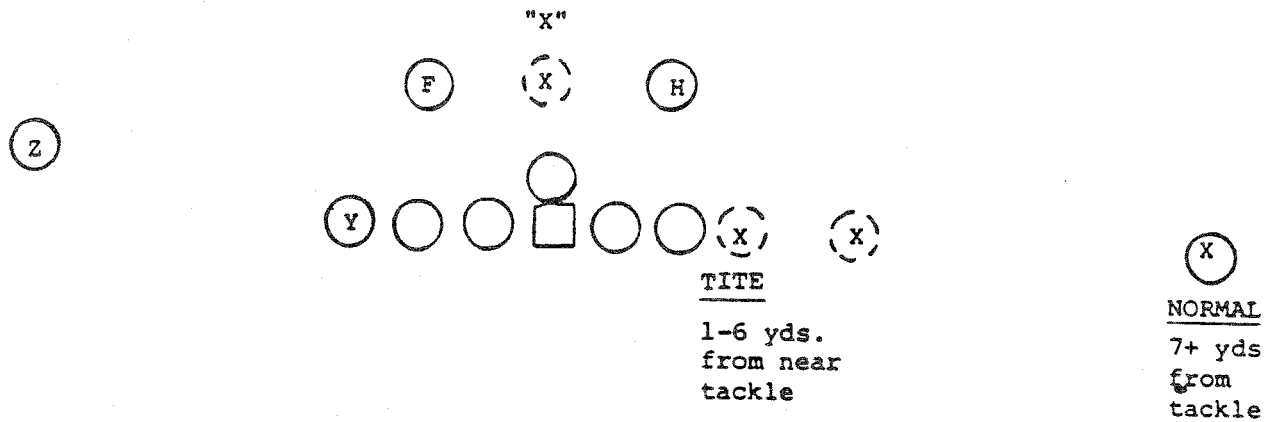
1. "Z" (Flanker) - Refers to outside receiver on strongside of formation on or off the line of scrimmage or the receiver off the LOS in slot formation.
2. "Z" Close - "Z" split 1 to 6 yards from "Y".
3. "X" (Split End) - Refers to outside receiver on weakside of formation or the outside receiver weak in a "3 wide" formation or the receiver on the LOS in slot formation.
4. "X" Tight - "X" split 1 to 6 yards from his tackle.
5. "Y" (Tight End) - Refers to end on flanker side of formation whether he is on or off LOS. Weakside end in slot formation.
6. "U" (Tight End) - Second TE in Detroit formation.
7. "Y" Flex - "Y" split 1 to 5 yards from his tackle.
8. "Y" Wide - "Y" split 7+ yards from his tackle.
9. "Y" Out - Denotes that Y is lined up outside the Z.
10. "H" Out - Denotes the HB is lined up outside the SE on or off the LOS.
11. Switch - Denotes that the HB and FB have lined up in each other's position.
12. I - Near - Denotes backfield alignment with FB offset to TE or strongside if no TE.
13. Near - Denotes backfield alignment in one back set with the back offset to TE or strongside if no TE.
14. I - Far - Denotes backfield alignment with FB offset away from TE or to weakside if no TE.
15. Far - Denotes backfield alignment in one back set with the back offset away from TE or to weakside if no TE.
16. Home - Denotes backfield alignment in one back set with the back set directly behind QB.
17. "Pro" Set - A regular formation with the "Z" and "Y" on the same side and the "X" on the opposite side.

18. Slot Formation - A formation that has the "Z" and "X" on the same side and the "Y" on the opposite side, with the inside strongside receiver off the LOS.
19. Twin Formation - A slot formation with "Z" and "X" on the same side and the "Y" on the opposite side, with the inside strongside receiver on the LOS.
20. Flood - Pro formation with 3 players on or near LOS on one side, with 2 of those players being a tight end (Y) and a wide receiver (Z).
21. Trips - Slot/Twin formation with 3 players on or near LOS on one side, with 2 of those players being wide receivers.
22. Unbalanced - Term referring to an unbalanced line.
23. Motion - Anyone moving toward the original strength of the formation (toward the 2 receiver side).
24. Half Motion - Anyone moving toward the original strength of the formation but not crossing the ball.
25. Fly - Anyone moving away from the original strength of the formation (away from the 2 receiver side).
26. Half Fly - Anyone moving away from the original strength of the formation but not crossing the ball.
27. Peel - Anyone moving and returning toward his original alignment.
28. Y Shift - Tight End ("Y") resetting from one side to the other to "Change the formation strength".
29. H-Motion - HB moving to the strongside of the formation. This does not "Change the formation strength".
30. H-Fly - HB moving to the weakside of the formation. This does not "Change the formation strength".
31. Exotic - A term used to describe any unusual formation that does not fall into a common category, such as "Flip" or "Empty".
32. Turmoil - QB takes a normal drop straight back and breaks containment outside to the right or left. (delayed roll-out)

RECEIVER ALIGNMENTS

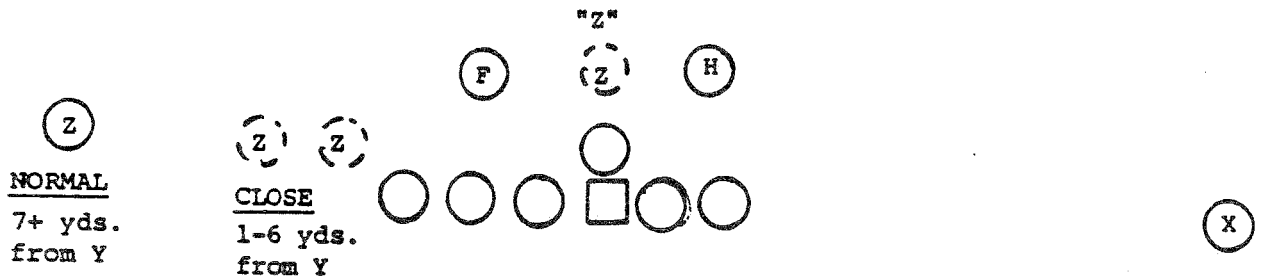
"X" ALIGNMENTS

Alignment in some
backfield position



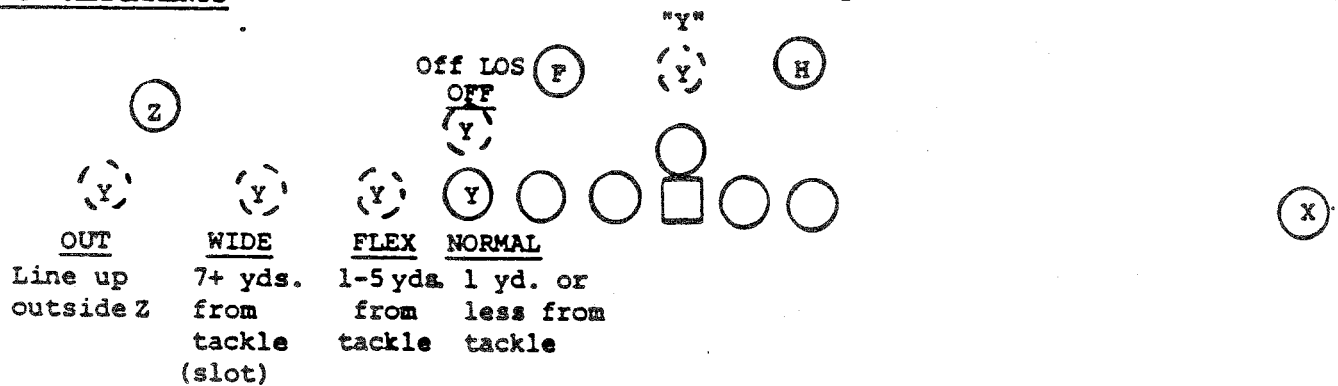
"Z" ALIGNMENTS

Alignment in some
backfield position



"Y" ALIGNMENTS

Alignment in some backfield position



FORMATIONS - Regular People

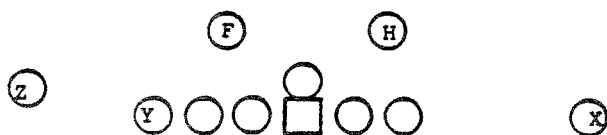
Regular People

2 Wide Receivers - designated X & Z

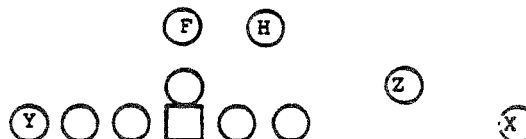
1 Tight End - designated Y

2 Backs - designated H & F

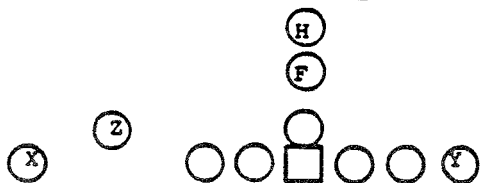
Strength is determined by the 2 WR's and 1 TE. The side which has 2 of these 3 players is the strongside.

1. Split Left

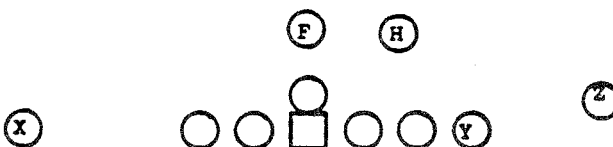
Split = backs split behind QB

2. Wing Slot Right

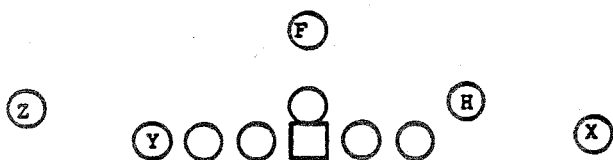
Wing = backs set away from TE
Slot = both wide receivers on same side

3. I Slot Left

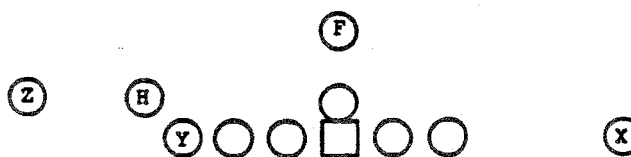
I = both backs set behind QB

4. Strong Right

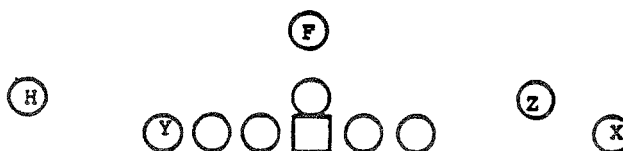
Strong = both backs set toward TE

5. Double Wing Left

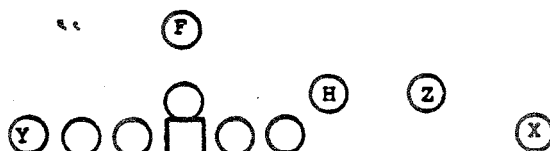
Double Wing = a variation of Pro formation
two eligible receivers near LOS on each side

6. Flood Left

Flood = a variation of Pro formation
three eligible receivers near LOS on one side

7. Denver Right

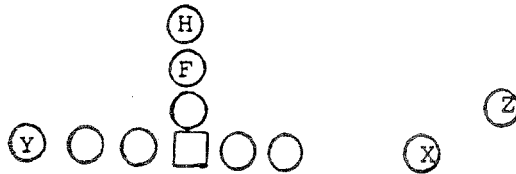
Denver = a variation of Slot formation
two eligible receivers near LOS on each side

8. Trips Right

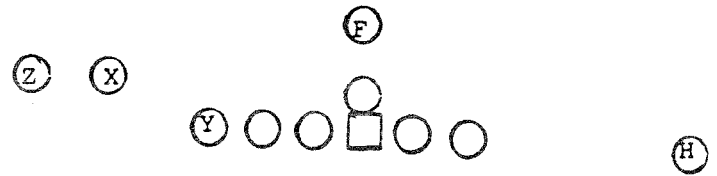
Trips = a variation of Slot formation
three eligible receivers near LOS on one side

FORMATIONS - Regular People

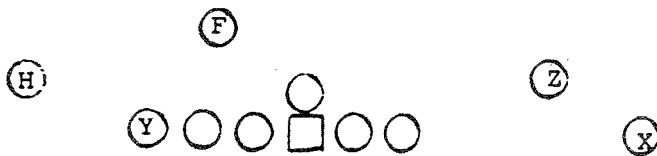
I Twin Right



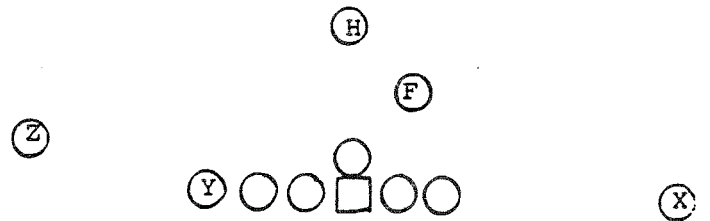
10. Flip Left



11. Denver Right Near



12. I Left Far

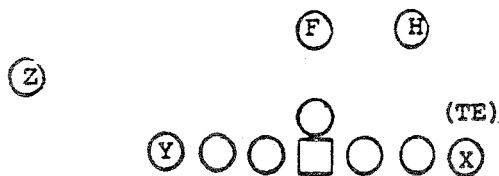


2 Tight Ends

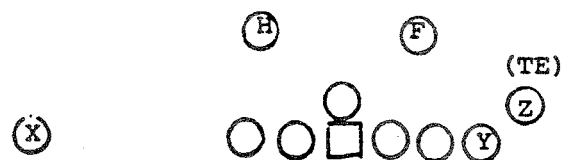
- 1 Wide Receiver - designated X or Z
- 2 Tight Ends - designated Y and X or Z
- 2 Backs - designated H and F

Strength is determined by the 2 TE's and WR. The side which has 2 of these 3 players is the strongside.

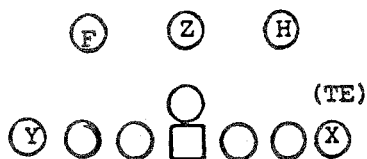
1. (2Y) Wing Left Tight



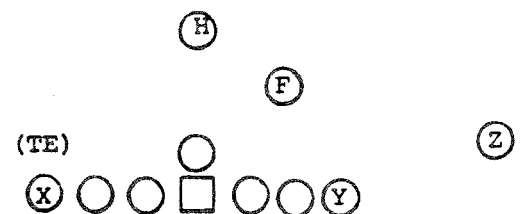
2. (2Y) Split Right Close YY



3. (2Y) Split Left Tight "Z"



4. (2Y) I Right Tight Near



FORMATIONS

3 Wide Receivers

- 3 Wide Receivers - designated X, S, and Z
- 2 Backs - designated H and F

Strength is determined by the WR's.
The side which has 2 of these 3
players is the strongside.

Half

- 3 Wide Receivers - designated X, S, and Z
- 1 Tight End - designated Y
- 1 Back - designated H or F (personnel)

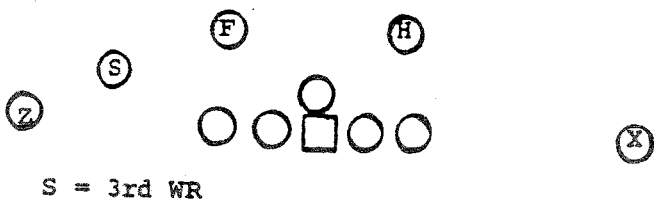
Strength is determined by the WR's.
The side which has 2 of these 3
players is the strongside.

4 Wide Receivers

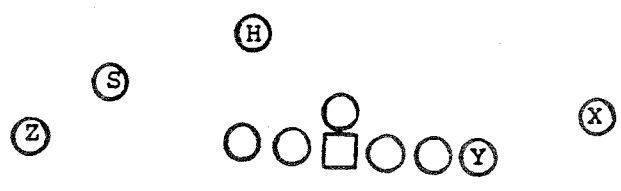
- 4 Wide Receivers - designated X, S, Z and W
- 1 Back - designated H or F (personnel)

Strength is determined by the 4
If balanced (2 on each side),
strength is left. If unbalanced,
(3 on one side), strength is to
the 3 receiver side.

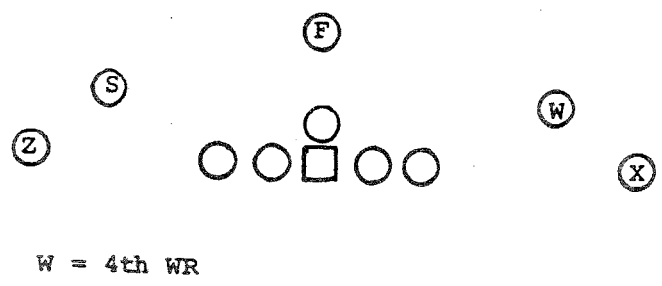
1. (3 WR) Split Left 3



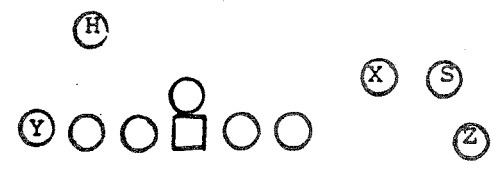
2. (Half) Denver Left 3 Far



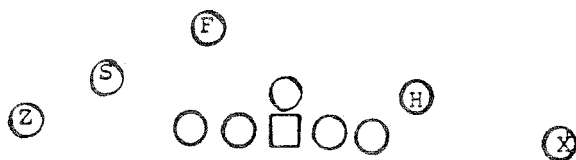
3. (4 WR) Double Wing Left 4



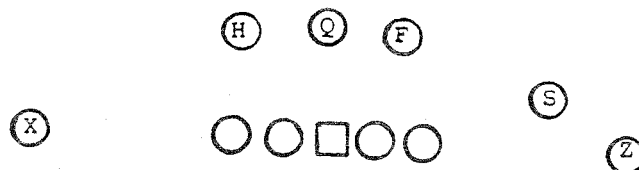
4. (Half) Trips Right 3 Near



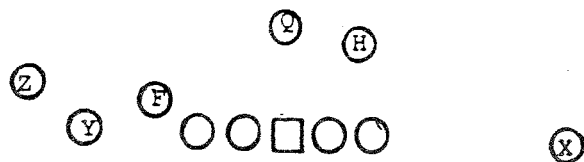
5. (3 WR) Double Wing Left 3 Near



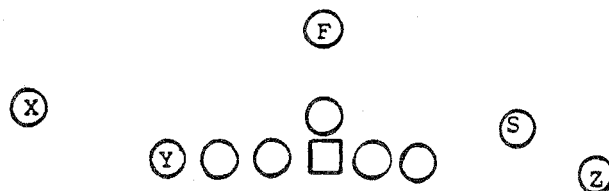
6. (3 WR) Gun Right 3



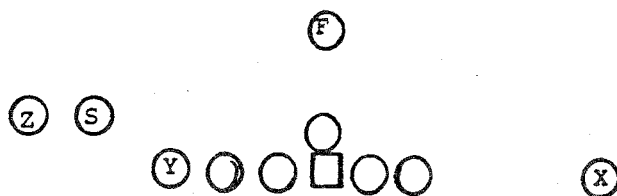
7. (Reg) Gun Flood Left Flex Far



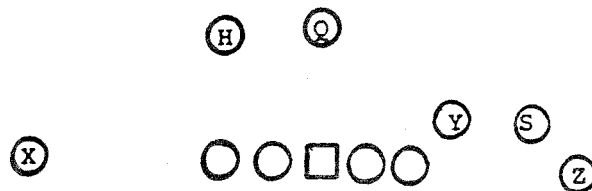
8. (Half) Denver Right 3



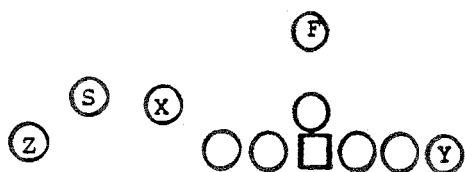
9. (Half) Flood Left 3



10. (Half) Gun Flood Right 3 Off Far



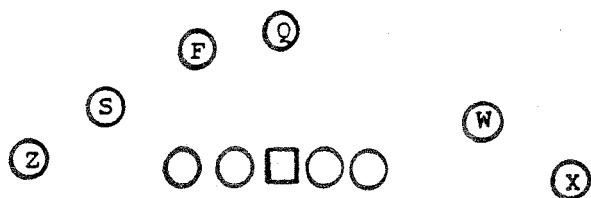
11. (Half) Trips Left 3



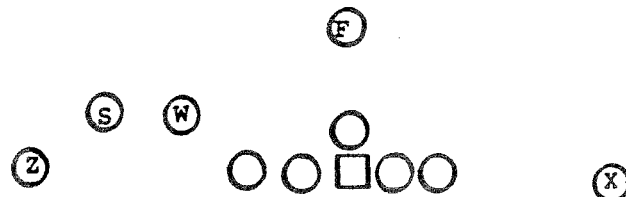
12. (Reg) Flood Left Empty



13. (4 WR) Gun Double Wing Left 4 Near



14. (4 WR) Flood Left 4

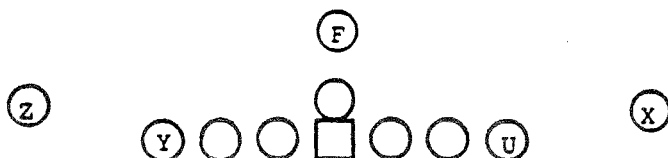


Detroit People

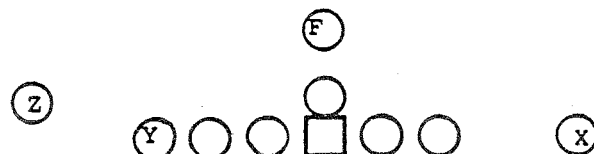
- 2 Wide Receivers - designated X & Z
- 2 Tight Ends - designated Y & U
- 1 Back - designated H or F (personnel)

Strength is determined by the 2 WR's and 1st (starting) TE. The side which has 2 of these 3 players is the strongside.

1. Detroit Left

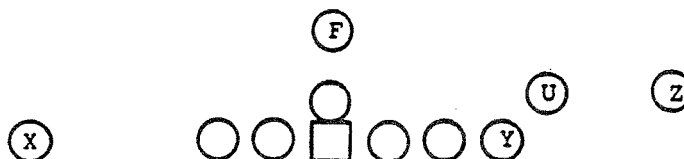


2. Detroit Left U Out



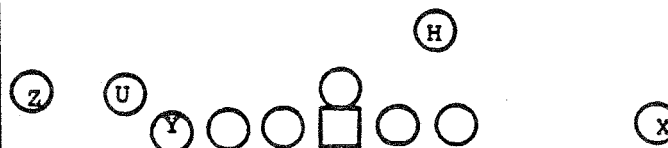
Out = Back or U lined up outside a WR

3. Flood Right YY

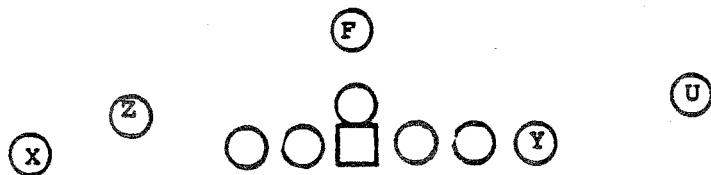


YY = 2 tight ends together

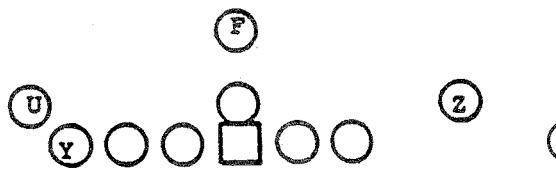
4. Flood Left YY Far



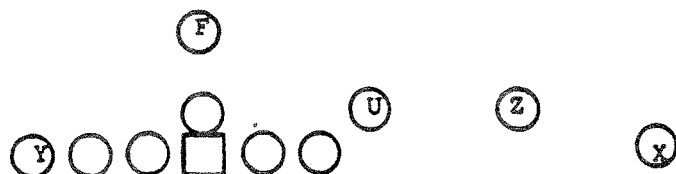
5. Denver Left



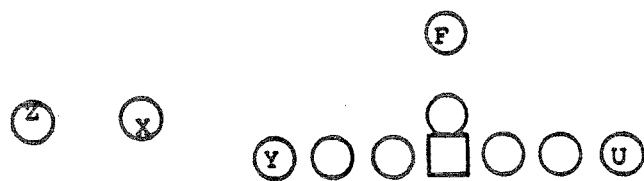
6. Denver Right YY



7. Trips Right



8. Trips Left



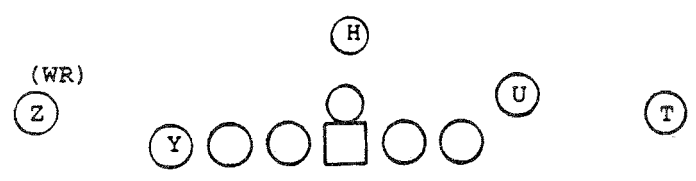
FORMATIONS - New York People

New York (NY) People

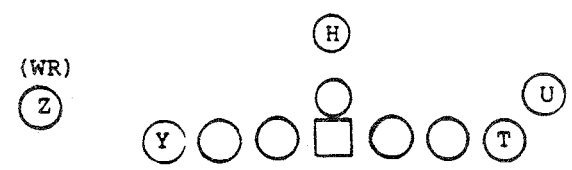
- 1 Wide Receiver - designated Z or X by formation
- 3 Tight Ends - designated Y (normal TE),
U (second TE), &
T (TE replacement for WR)
- 1 Back - designated by H or F (personnel)

Strength is by 3 TE's together
or by WR & 1 TE together

1. Double Wing Left

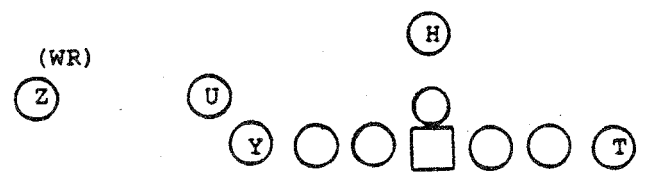


2. Double Wing Left UT



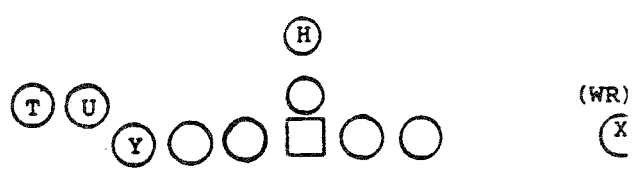
UT = 2 TE's together opposite Y

3. Flood Left YY Tite



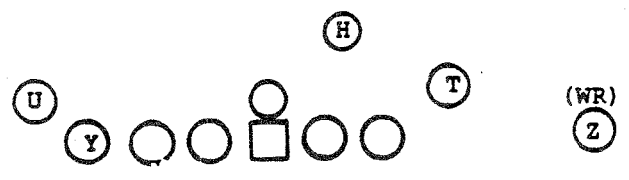
YY = 2 TE's together including Y

4. Flood Left YYT

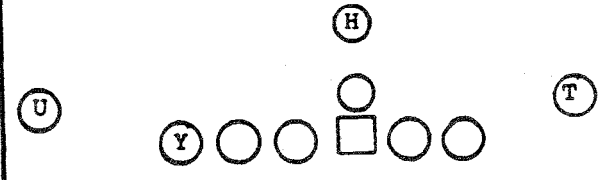


YYT = 3 TE's together

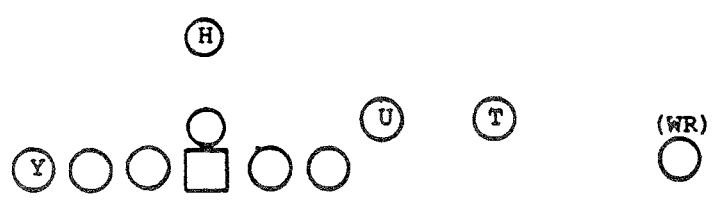
5. Denver Right YY Far



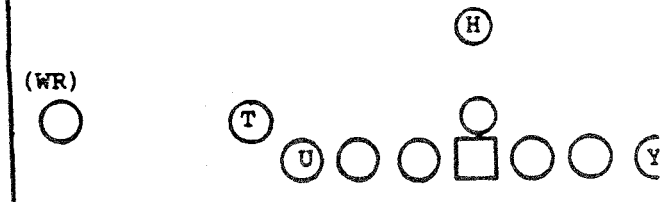
6. Denver Right



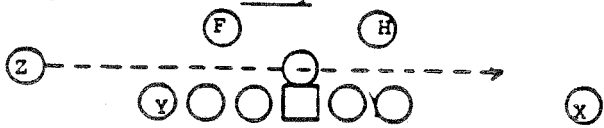
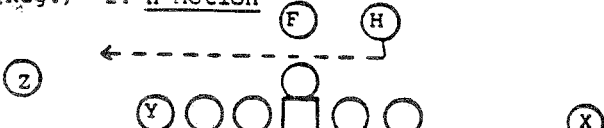
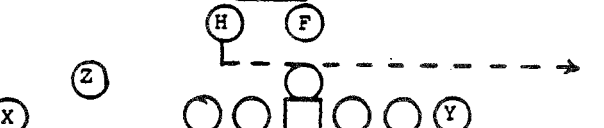
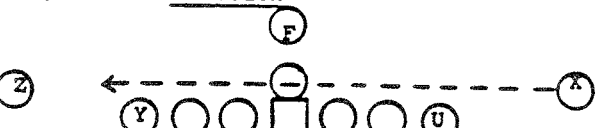
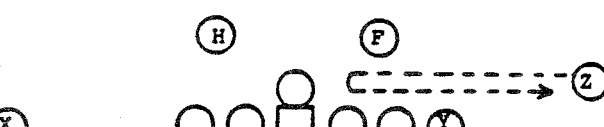
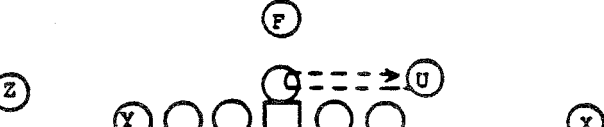


7. Trips Right



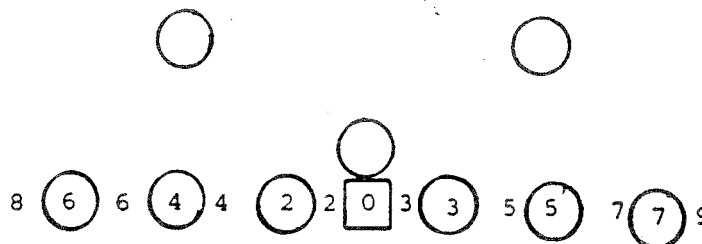
8. Trips Left UT



MOTION, FLY, PEEL

<p>(Reg.) 1. <u>Z Fly</u></p>  <p><u>Fly</u> - Anyone moving <u>away</u> from the original strength of the formation (2 receiver side)</p>	<p>(Reg.) 2. <u>H Motion</u></p>  <p><u>Motion</u> - Anyone moving <u>toward</u> the original strength of the formation (2 receiver side)</p>
<p>(Reg) 3. <u>H Fly</u></p> 	<p>(Det) 4. <u>X Motion</u></p> 
<p>(Reg) 5. <u>Z Peel</u></p>  <p><u>Peel</u> - Anyone moving and returning toward his original alignment</p>	<p>(Det) 6. <u>U Peel</u></p> 
<p>(Reg) 7. <u>Z Half Fly</u></p>  <p><u>Half Fly</u> - Anyone moving <u>away</u> from the original strength of the formation, but not crossing the ball</p>	<p>(Det) 8. <u>Half Motion</u></p>  <p><u>Half Motion</u> - Anyone moving <u>toward</u> the original strength of the formation, but not crossing the ball</p>

NUMBERING HOLES



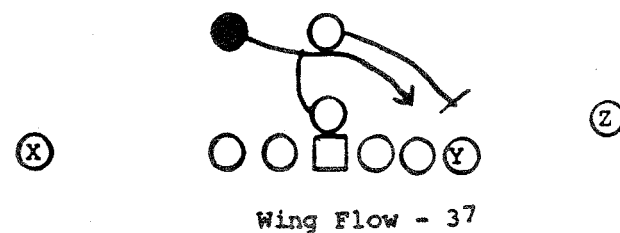
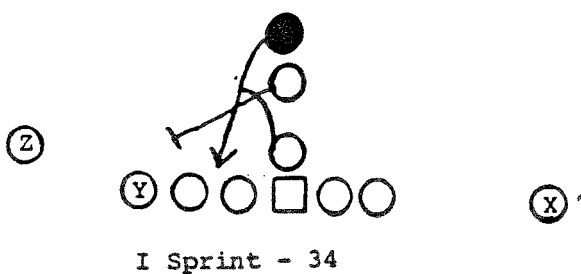
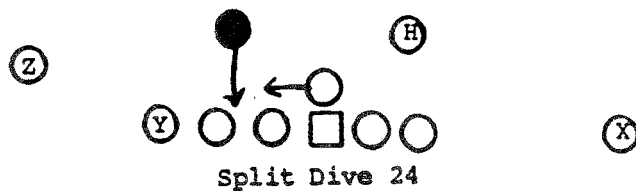
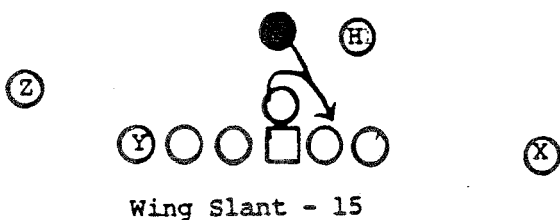
1. 0 hole directly over center when he can take man either way.
2. All other holes, even to the left and odd to the right.

NUMBERING BACKS

Running plays will be numbered 1 through 39. (Draws are 40's)

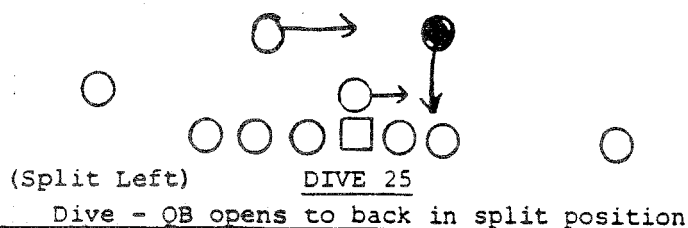
1. Any single digit (0-9) denotes a QB run.
2. Any teen digit (10-19) denotes a FB run from a position directly behind QB.
3. Any twenty digit (20-29) denotes an outside run by FB or HB never designed to cross the center.
4. Any thirty digit (30-39) denotes a run which crosses the center including all I formation tail back runs.

These numbers remain consistent in play action passes.

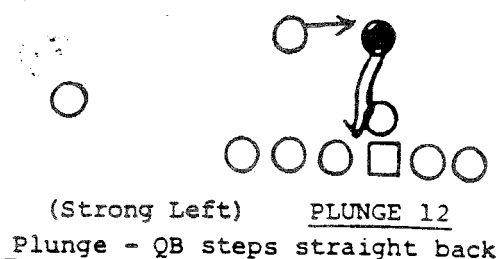


BACKFIELD SERIES

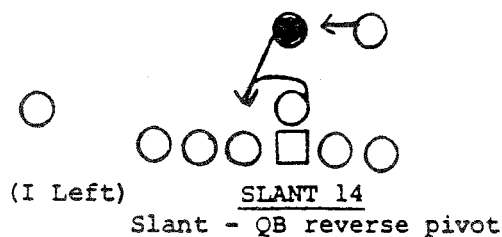
1.



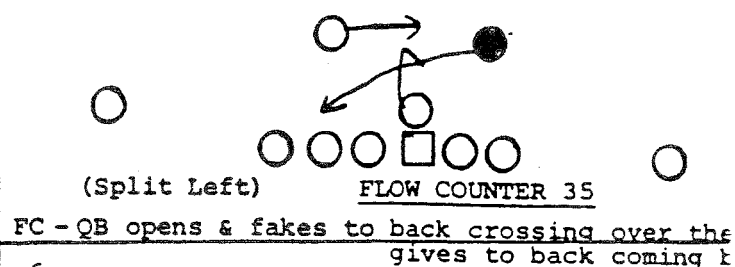
2.



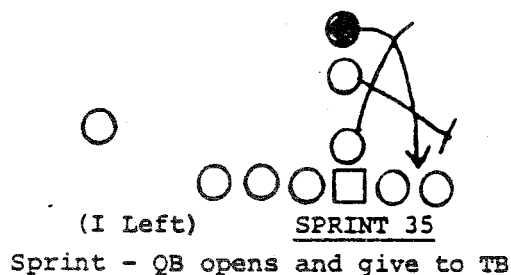
3.



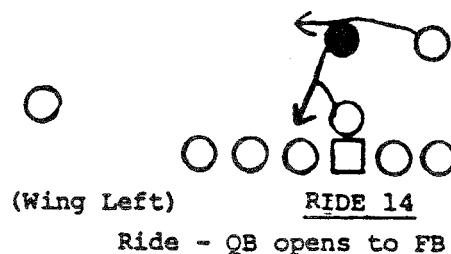
4.



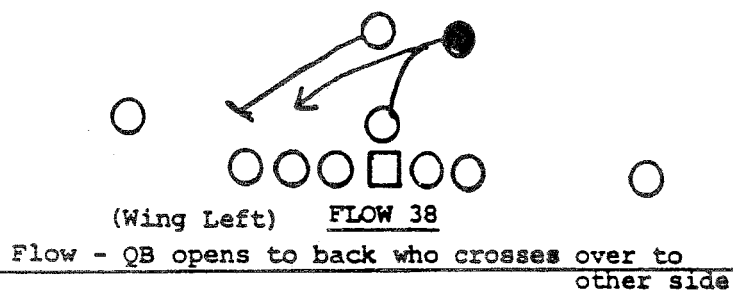
5.



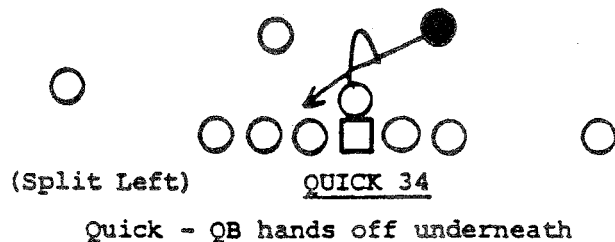
6.



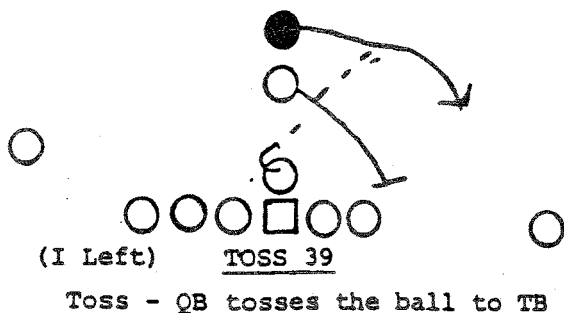
7.



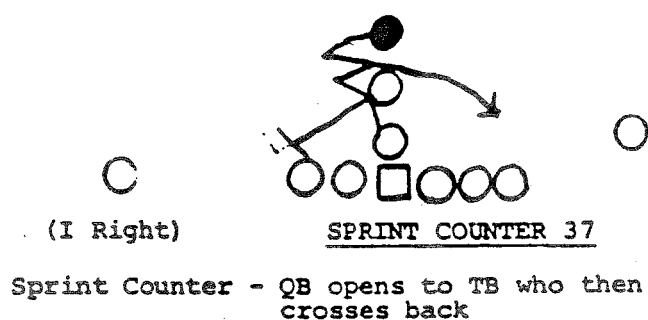
8.



9.



10.

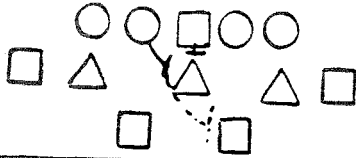


INTERIOR LINE BLOCKS

1.

ACE

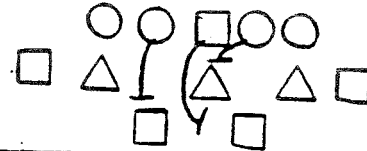
Guard doubles down on NT, then tries to release on backside LB'er



2.

SLIP

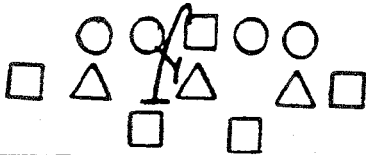
Guard tries to slip nose
Center tries to come off on backside LB'e



3.

C

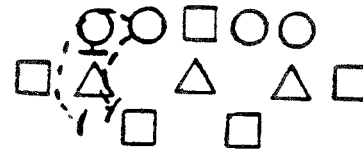
Guard blocks down on NT,
Center pulls around guard for ILB



4.

A

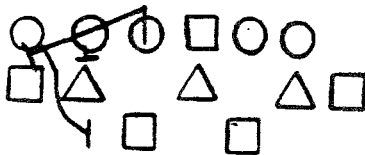
Guard is responsible for LB'er and has
option to pull around tackle for him



5.

G

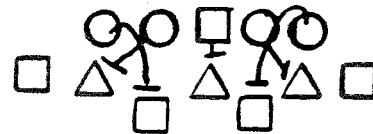
Playside guard pulls to kick out OLB
or first man to show past DE



6.

GUT

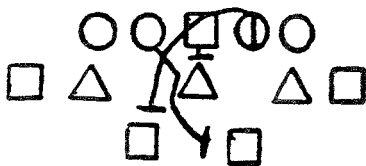
Guard blocks out on end
Tackle pulls behind guard for ILB



7.

O

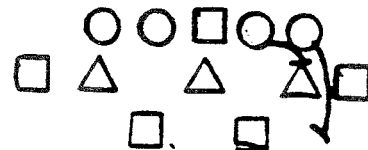
Backside guard pulls to block
playside ILB



8.

SCOOP

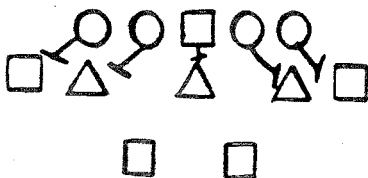
Guard tries to scoop end
Tackle tries to come off on frontside LB'e



9.

FAN

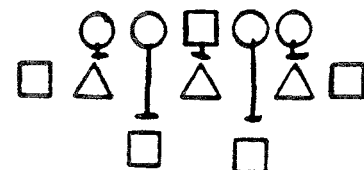
Guard blocks out on end
Tackle blocks out on OLB



10.

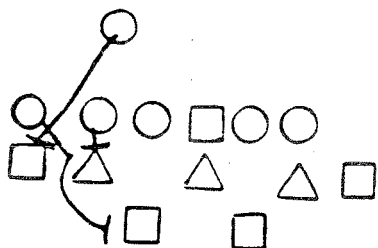
BASE

Block man on

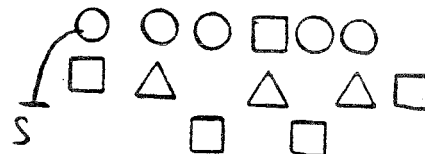


BACK AND RECEIVER BLOCKS

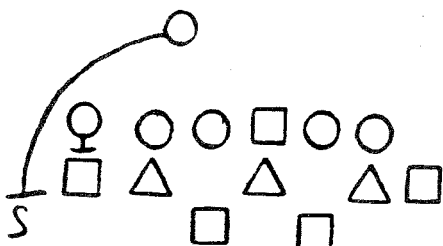
1. BOB = Back on Backer



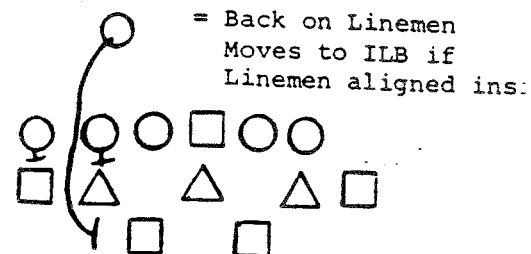
2. FLARE = TE on Support



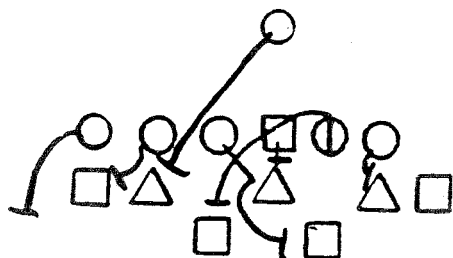
3. BOSS = Back on Support



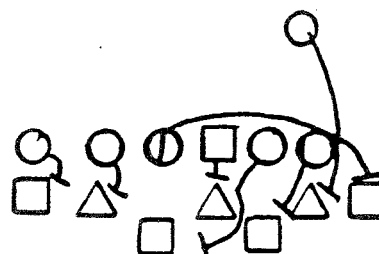
4. BILL VS. 4 TECHNIQUE



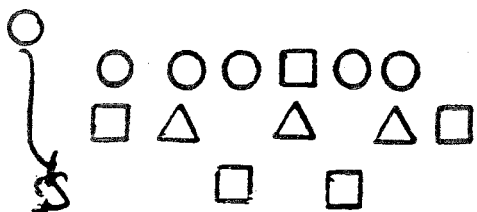
5. IO FB TRAP



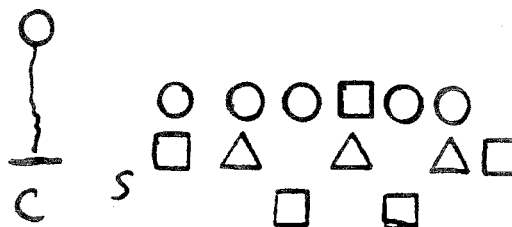
6. BILL 0 VS. 5 TECHNIQUE



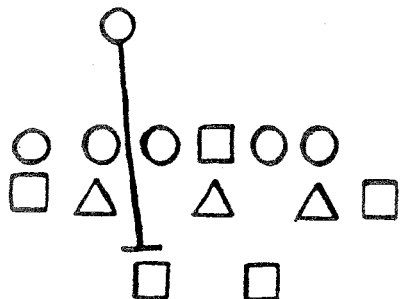
7. CRACK = WR blocks first defender aligned inside



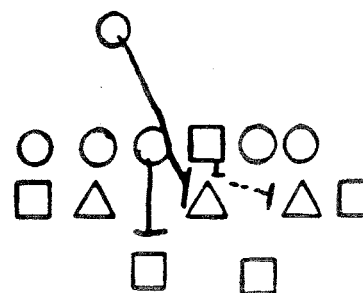
8. STALK = WR blocks man on



9. ICE = Back isolated on ILB



10. WHAM = Back blocks NT

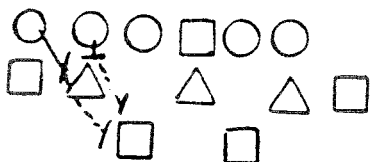


COMBINATION BLOCKS

1.

POWER

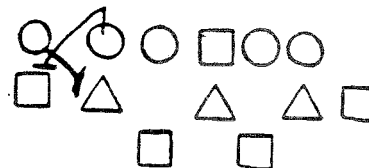
TE & T double team end and look to slide off on ILB



2.

U

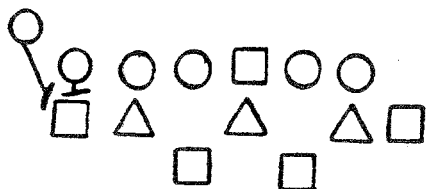
TE blocks down on DE
Tackle pulls and blocks OLB



3.

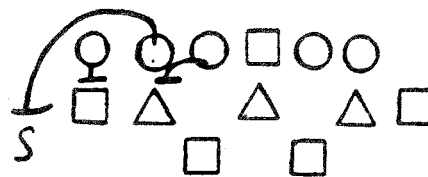
TEAM

Wing and TE double OLB

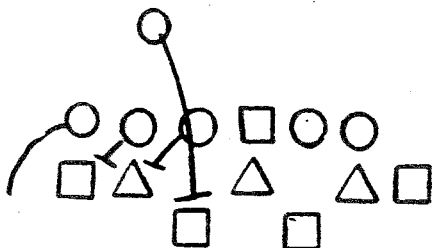


4.

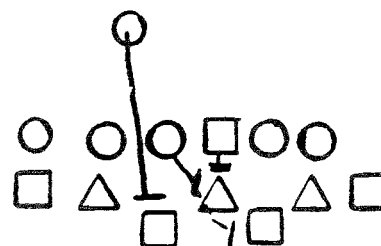
TESS = Tackle on Support



5.

FAN ICE

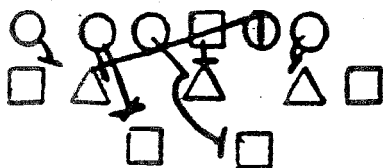
6.

ACE ICE

7.

TRAP

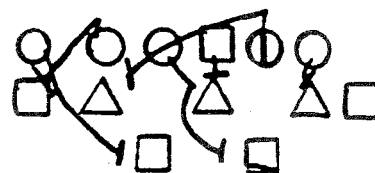
Kick out block by offside lineman



8.

I-TRAP

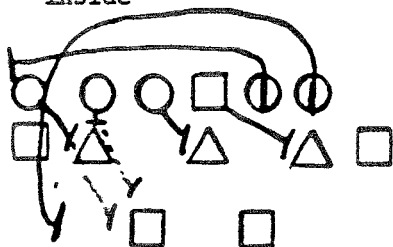
Tackle influences defensive linemen to be trapped



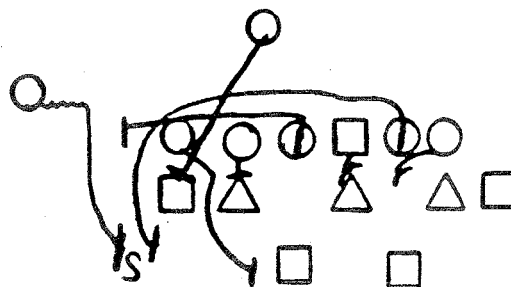
9.

SPECIAL

Backside guard takes deep pull and kicks out, backside tackle seals inside



10.

CRACK BOB POWER G.O.

NUMBERING AND CALLING PASS OFFENSE FLARE CONTROL

1. A base pattern is assigned a number. The number describes the pattern. The play can be altered, to take advantage of an individual or a coverage, by adding a combination pattern or individual pattern to a number. Our objective is to describe a play with a number, or a number with a word or short code.

Example:

68 Strongside combination will be described with a short word - 68 DIG.

78 Weakside combination will be described with a code - 78 X Delay.

2. Basic Pass Releases & Flare Control

- A. 50 - Both backs block.
- B. 62 - #2 strong release inside, strong back release
- C. 64 - #2 strong release outside, strong back release
- D. 68 - both backs release to strongside (4 receivers strong).
- E. 74 - weakside back release.
- F. 78 - both backs release to weakside (3 receivers weak).
- G. 82 - #2 strong release inside, both backs check and release.
- H. 84 - #2 strong release outside, both backs check and release.
- I. 90 - short passing game - QB 3 step drop.
- J. 100 - play action.
- K. 200 - sprint out or roll out. QB roll with the backs.
- L. 300 - bootleg. QB roll away from the backs.
- M. 400 - HB or FB pass.
- N. 500 - Screens.
- O. Turmoil - Designed delayed roll out by quarterback.

PLAY NUMBERING

Running plays will be numbered 1 thru 39.

40 Series are draws.

100 Series are play passes. The backfield running the play maneuver with 100 added will be the pass play. QB sets up behind the backfield action within the tackle box area.

200 Series are play passes. The backfield running the play maneuver with 200 added. QB goes with the faking and rolls out behind the faking. (Rollout Pass)

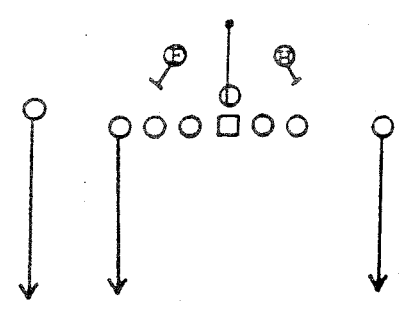
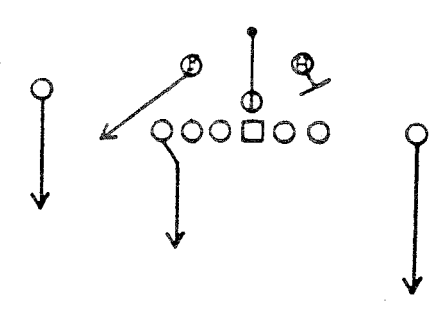
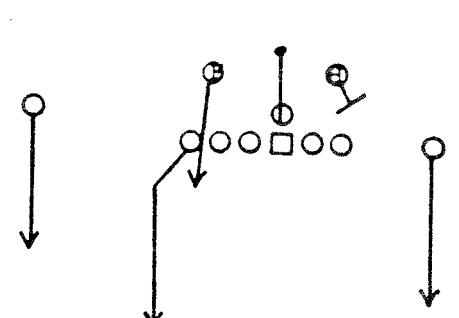
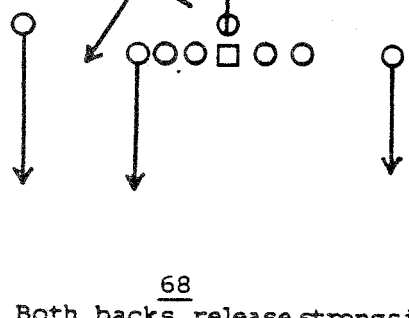
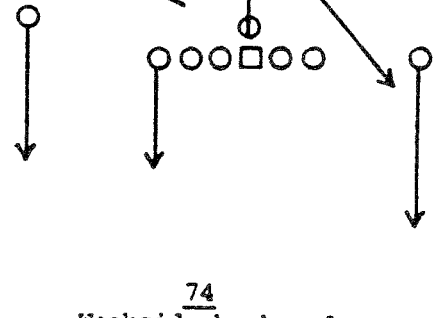
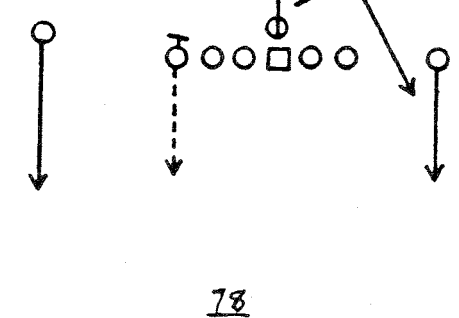
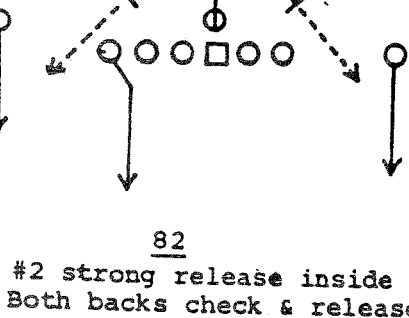
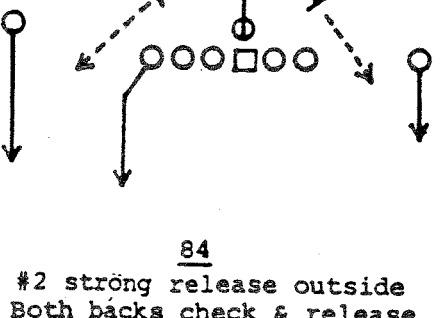
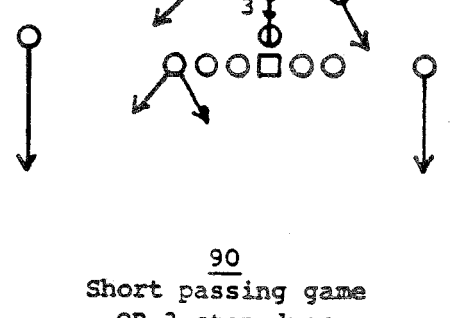
300 Series are play passes. The backfield running the play maneuver with 300 added. QB goes opposite the faking back. (Bootleg Pass)

400 Series are play passes when regular ball carrier throws a pass while running a play.

500 Series are screen passes. The QB will call pass number and direction of screen.

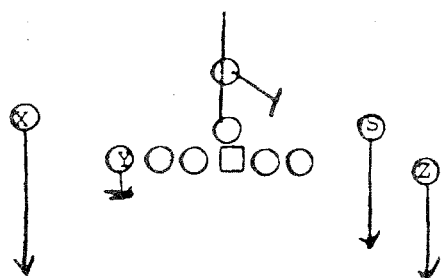
Special Passes. These will be given names or unused numbers.

DROPPACK PASSES - 2 BACKS

<p>1</p>  <p><u>50</u> Both backs block</p>	<p>2</p>  <p><u>62</u> #2 strong release inside Strong back release</p>	<p>3</p>  <p><u>64</u> #2 strong release outside Strong back release</p>
<p>4</p>  <p><u>68</u> Both backs release strongside (4 receivers strong)</p>	<p>5</p>  <p><u>74</u> Weakside back release</p>	<p>6</p>  <p><u>78</u> Both backs release weakside (3 receivers weak) Y: Slow</p>
<p>7</p>  <p><u>82</u> #2 strong release inside Both backs check & release</p>	<p>8</p>  <p><u>84</u> #2 strong release outside Both backs check & release</p>	<p>9</p>  <p><u>90</u> Short passing game QB 3 step drop</p>

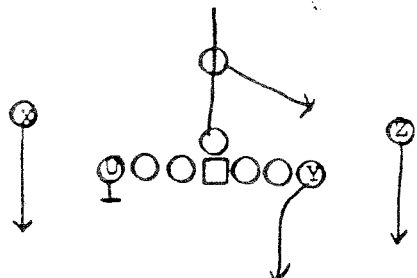
DROPBACK PASSES - 1 BACK

1.



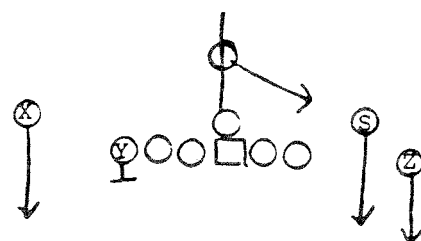
50
Back and TE block

2.



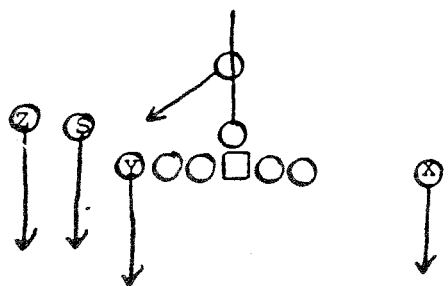
62
#2 strong release inside
strong back release

3.



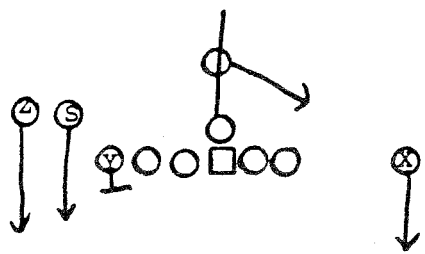
64
#2 strong release outside
strong back release

4.



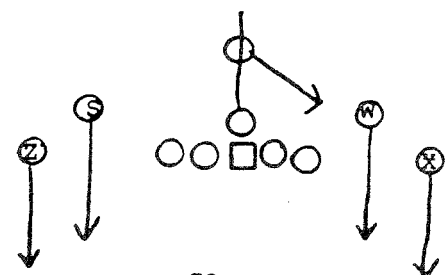
68
Both backs release strong
(4 receivers strong)

5.



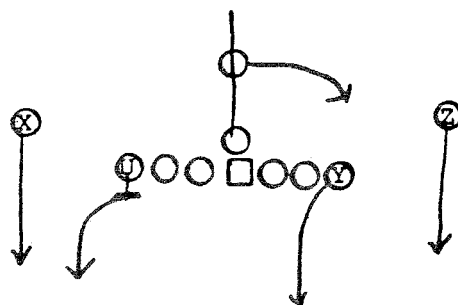
74
Weakside back release

6.



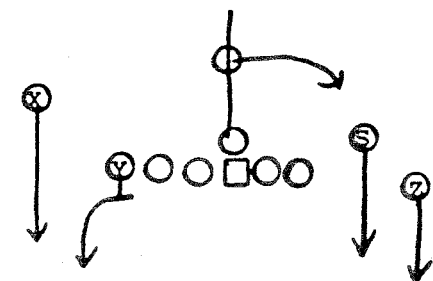
78
Both backs release weakside
= 3 receivers weak

7.



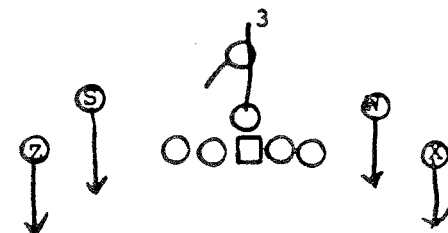
82
#2 strong release inside
both backs check & release

8.



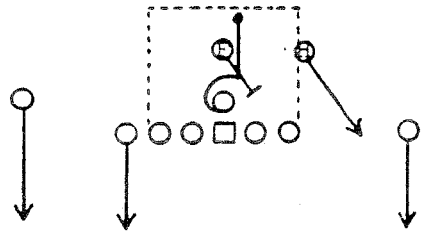
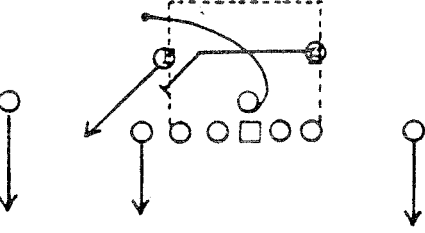
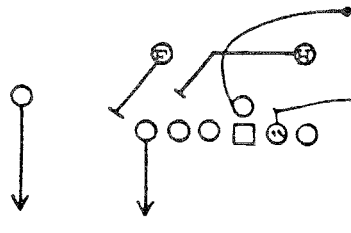
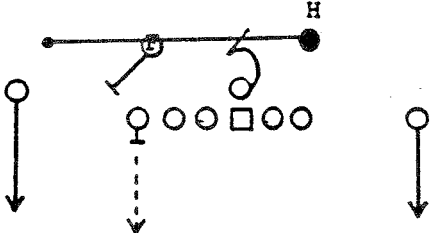
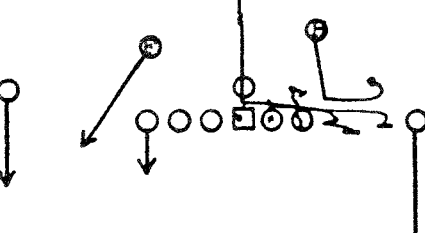
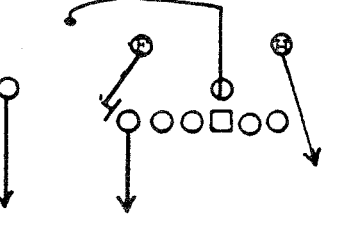
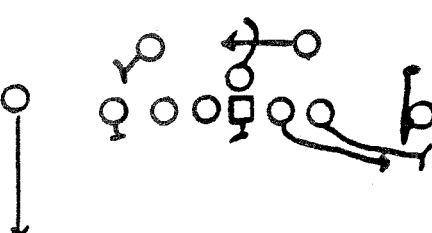
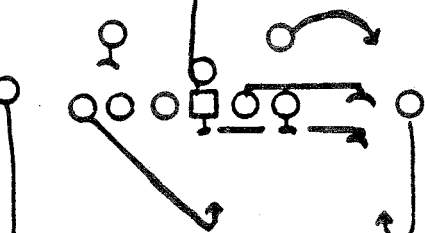
84
#2 strong release outside
both backs check & release

9.



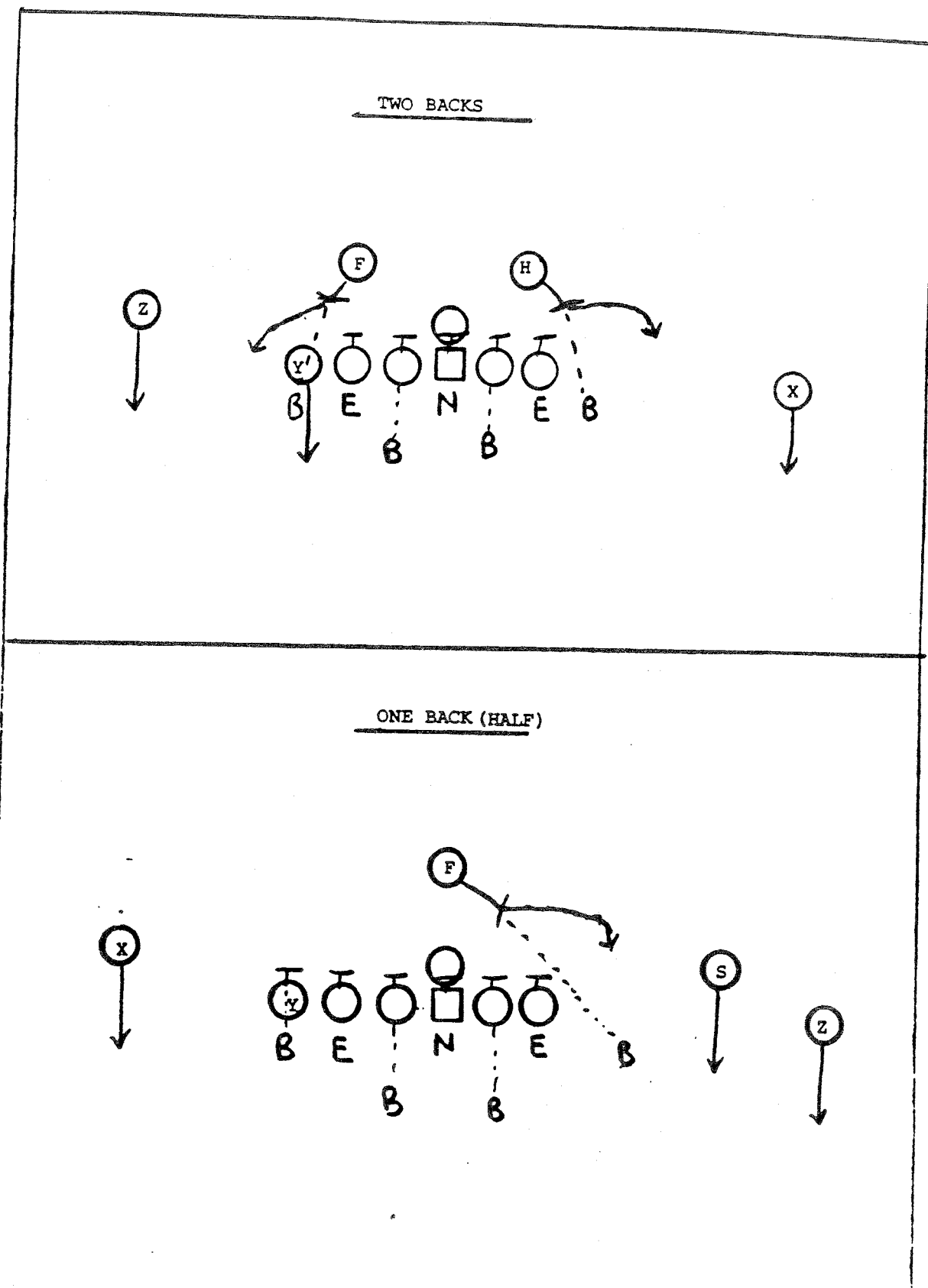
90
Short passing game
QB 3 step drop

PLAY PASSES

<p>1</p>  <p><u>100</u> (115) Play Action</p>	<p>2</p>  <p><u>200</u> (268) Sprint or Roll Out QB roll with Backs</p>	<p>3</p>  <p><u>300</u> (338) Bootleg QB roll away from the Back</p>
<p>4</p>  <p><u>400</u> HB or FB Pass</p>	<p>5</p>  <p><u>500</u> Screens (Slow)</p>	<p>6</p>  <p><u>TURMOIL</u> Designed delayed Roll Out by QB</p>
<p>7</p>  <p><u>500</u> Screens (Slip)</p>	<p>8</p>  <p><u>500</u> Screens (Read)</p>	

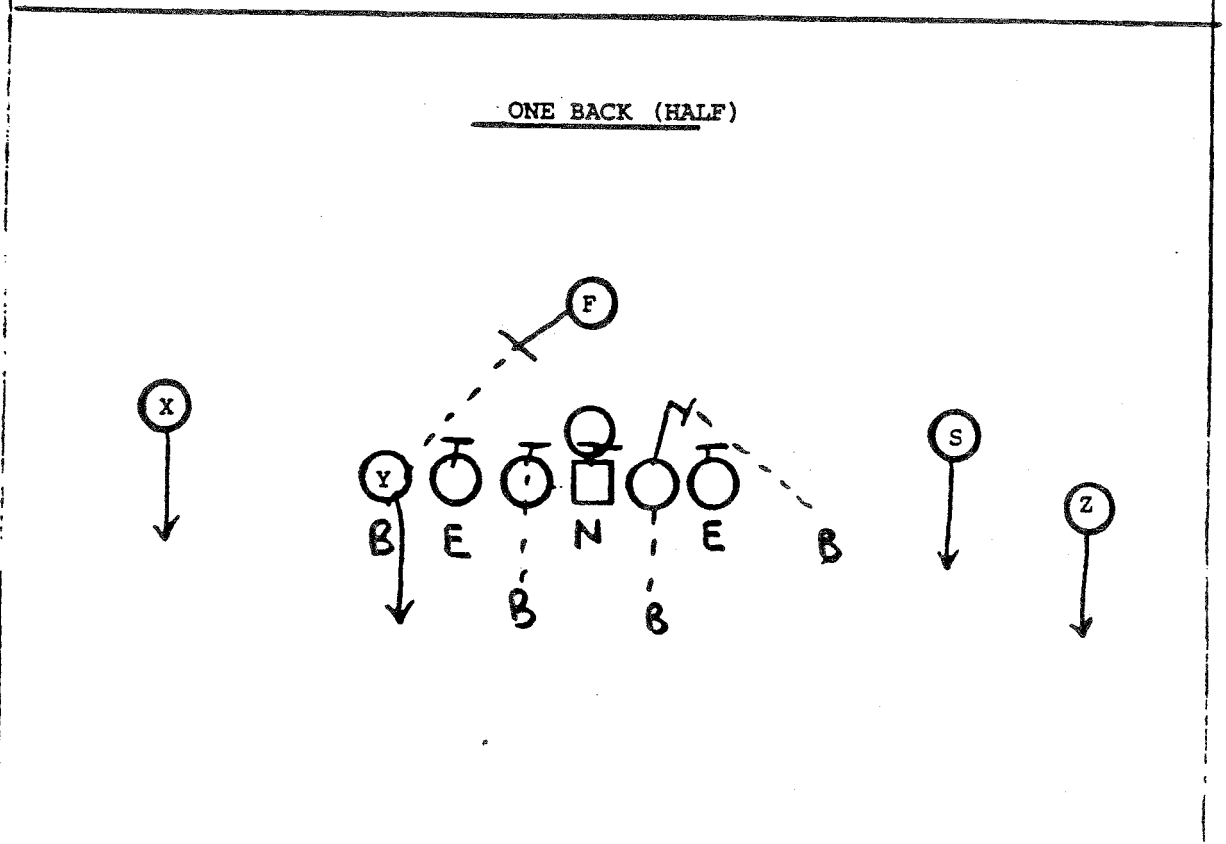
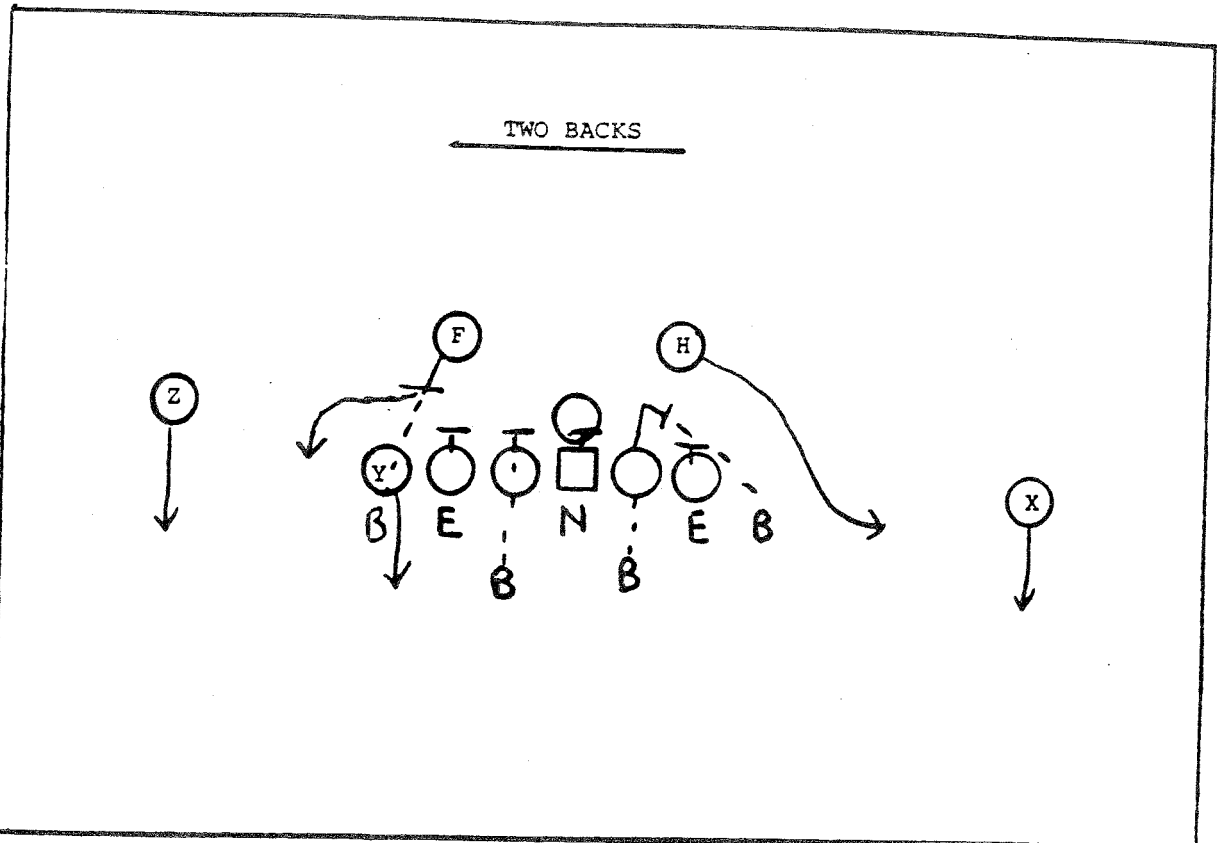
SOLID PROTECTION

Solid Pass Protection - Protection with offensive guards and center blocking defensive linemen or linebackers aligned over them -
 Offensive tackles blocking defensive ends -
 Backs or tight ends blocking outside linebackers.



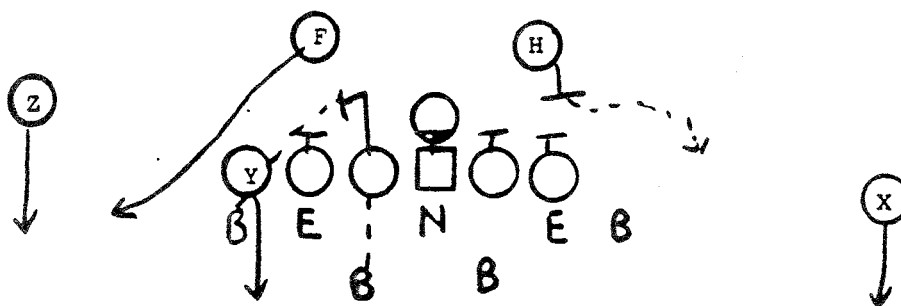
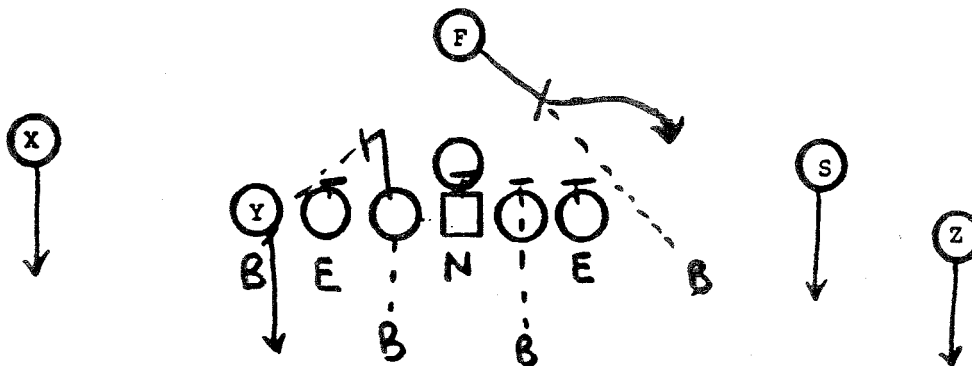
SCAN PROTECTION

Scan Pass Protection - Protection with guard to open side blocking ILB or OLB. If only one LB'er blitzes, the guard will block him. If both LB'ers blitz, the guard will block the ILB and the back or end will block the OLB or "Hot". All other blockers will use Solid Protection.



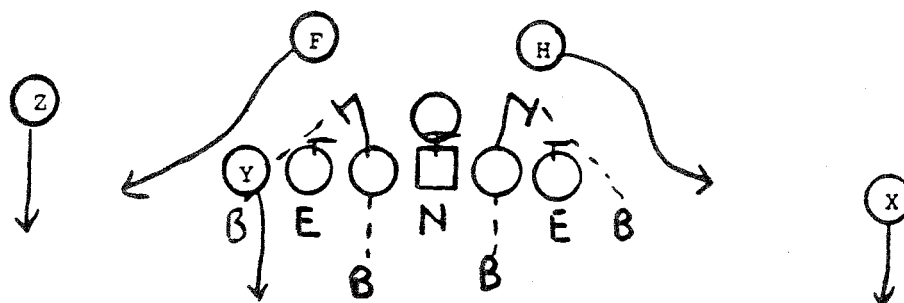
SCAT PROTECTION

Scat Pass Protection - Protection with guard to tight end side blocking ILB or OLB.
 If only one LB'er blitzes, the guard will block him.
 If both LB'ers blitz, the guard will block the ILB and the back or end will block the OLB or "Hot".
 All other blockers will use Solid Protection.

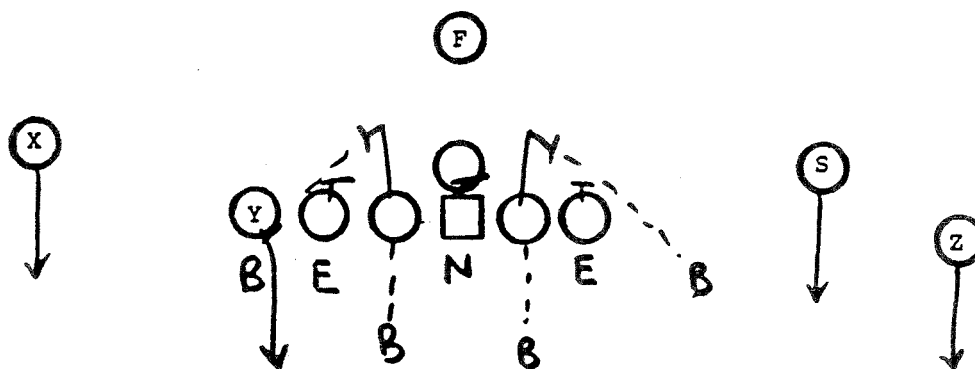
TWO BACKSONE BACK (HALF)

Double Scan Protection - Protection with both guards blocking ILB or OLB to his side.
 If only one LB'er blitzes, the guard will block him.
 If both LB'ers blitz, the guard will block the ILB and the back or end will block the OLB or "Hot".
 All other blockers will use Solid Protection.

TWO BACKS

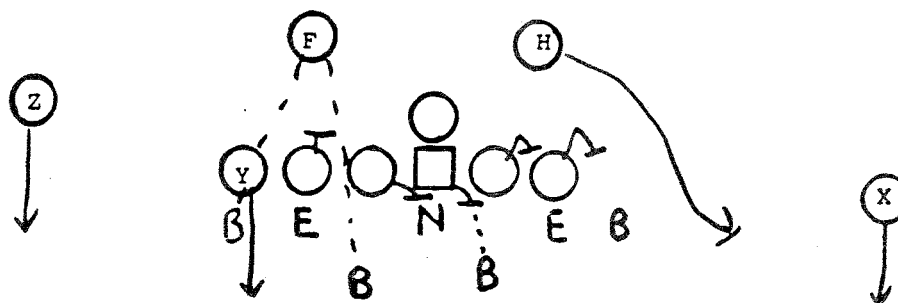
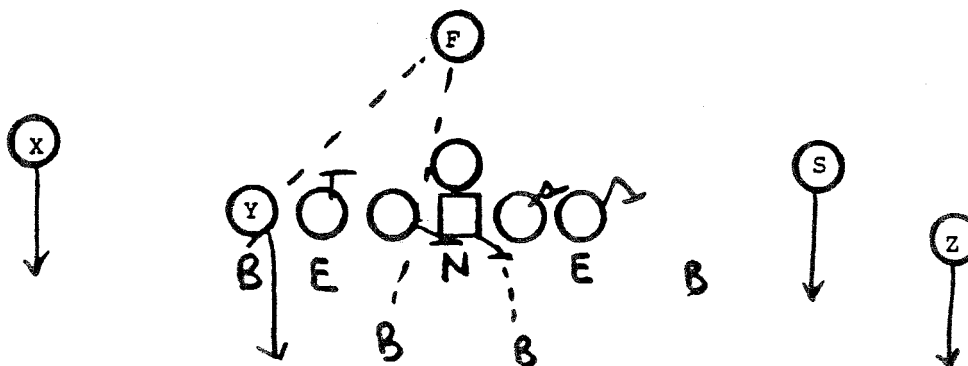


ONE BACK (HALF)

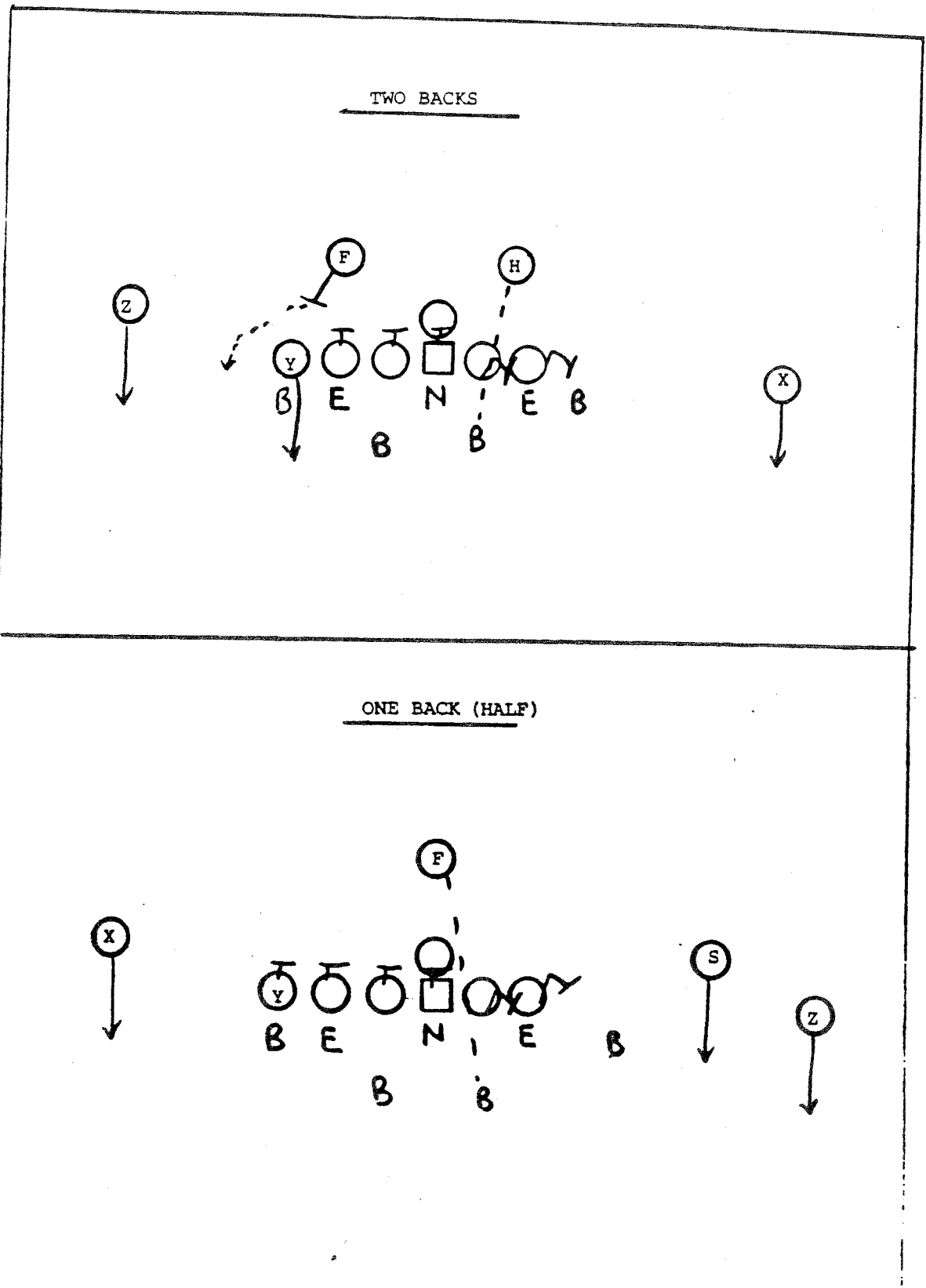


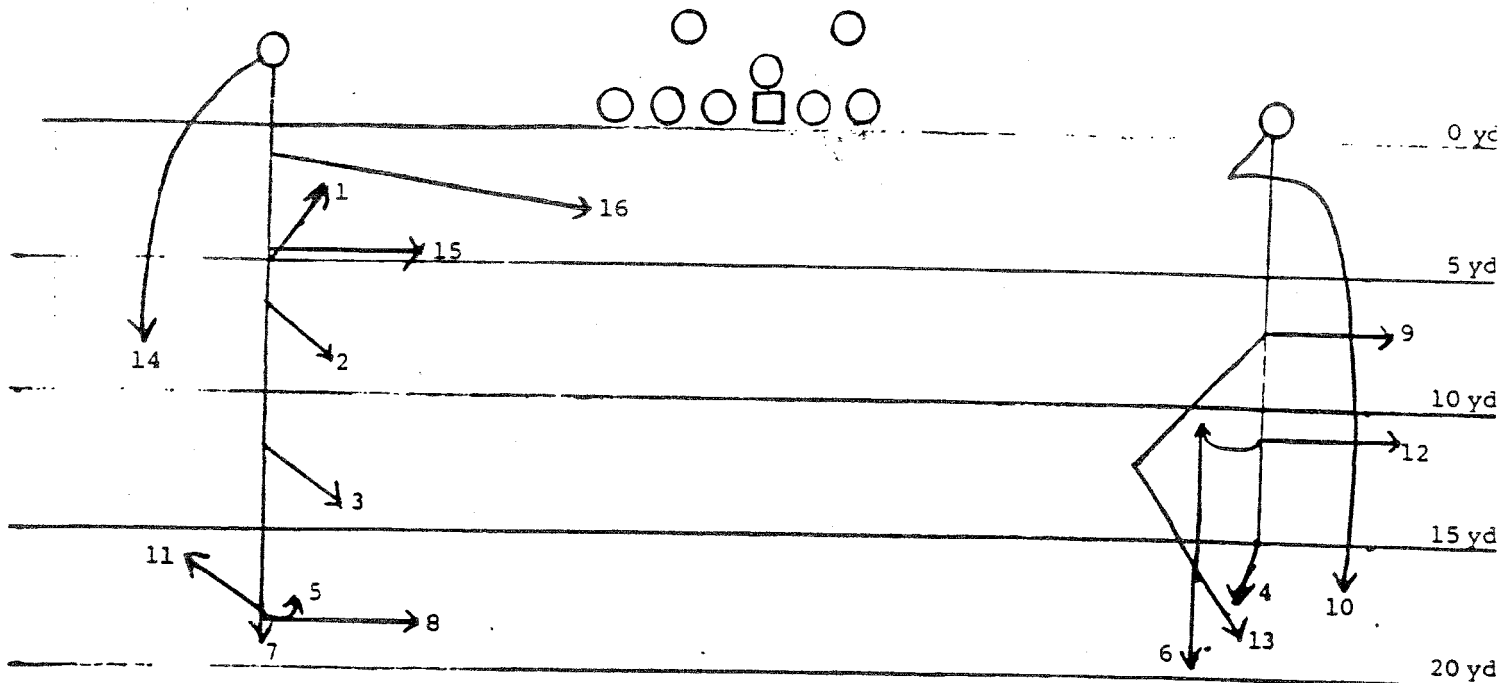
SLIDE PROTECTION

Slide Pass Protection - Protection with line sliding to open side (most of the time) or tight end side. The back away from the slide side will have dual pick-up on ILB or OLB unless the end blocks, then he will only have ILB. The tackle away from the slide side will use Solid Protection.

TWO BACKSONE BACK (HALF)

Fan Pass Protection - Protection with guard and tackle blocking rusher to their outside. The back to the fan side blocks the ILB. All other blockers will use Solid Protection.





1. Hitch - Release off line 5 yds., and stop, looking quickly for ball.
2. Slant - Release off line 6 to 8 yds., then slant inside at 45 degree angle.
3. Post - Release off line 12 to 14 yds., then slant inside at 45 degree angle.
4. Seam - Align 2 yds. outside numbers, release off line 15-17 yds., then work inside the numbers for ball. Ball is caught at 20-22 yds.
5. Curl - Release off line to depth of 18 yds., step back to QB for ball. (If not open, work to next inside open lane)
6. Curl Go - Release off line 10 to 12 yards. Run Go route off Curl move.
7. Go - Beat the man or defense deep - method of move will vary.
8. In - Release off line to depth of 18 yds., then cut sharply across field without gaining ground.
9. Quick-Out - Release off line 6 to 8 yds., then cut sharply outside.
10. Jab-Go - Good head fake and false step to inside, then release outside of defender on Go route. (Route adjustment vs. funnel or bump and run coverage)
11. Comeback - Release off line to depth of 18 yds., then comeback to the outside at 45 degree angle for ball.
12. Out - Release off line to depth of 11 yds., then cut sharply outside.
13. Q - Release off line 8 to 10 yds., break in on post move, then break out and upfield.
14. Fade - Release outside and away from bump and run defender looking over inside shoulder.
15. Delay - Slow release 4 to 6 yds., then break to cleared out area.
16. Smash - Release off line to depth of 2 yds., then cut sharply across field.

INDIVIDUAL ROUTES FOR "Y"**A. OUTSIDE ROUTES**

1. Diagonal (D) - Outside release cutting sharply to outside at 3 yards
2. D-Go - Run diagonal, look back at QB, then turn it up sideline looking over inside shoulder.
3. Ted - Tight End Delay Out - Block outside half of man then delay to diagonal area.
4. Hook - Outside release 10 yards deep then hook it up to outside.
5. Hook and Go - Run Hook route then turn upfield on Go route.
6. Y Read - Release 6 to 8 yards, then read coverage whether to break outside or hook.
7. Out - Outside release 14 yards deep, then cut sharply outside.
8. Flag - Release 13 to 15 yards, then bend toward flag looking over your outside shoulder.
9. Go - Beat man deep or clear zone by sprinting.

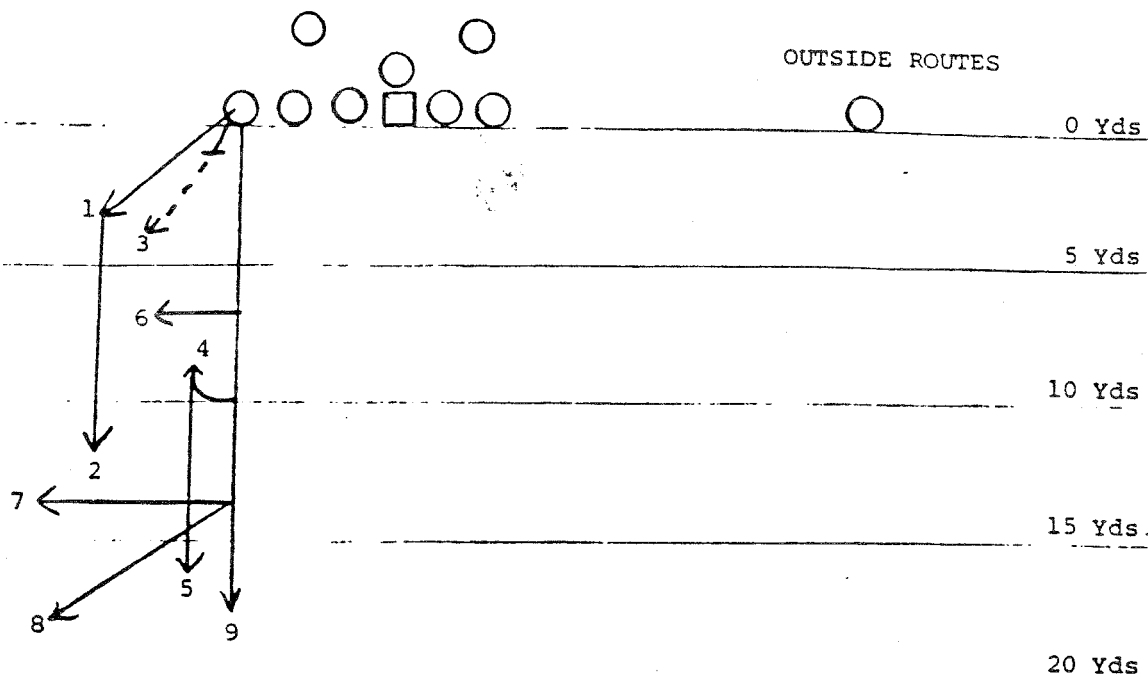
B. MIDDLE ROUTES

10. Delay - Hard outside release 5 yards by 4 yards, then cut sharply inside after the inside receiver clears the area.
11. Curl - Release 12 yards and curl to the inside.
12. Curl Go - Run curl then go looking over inside shoulder.
13. Post - Release 12 to 14 yards, then break inside to post at 45 degrees.
14. Square In - Release 12 to 14 yards, then cut sharply across field

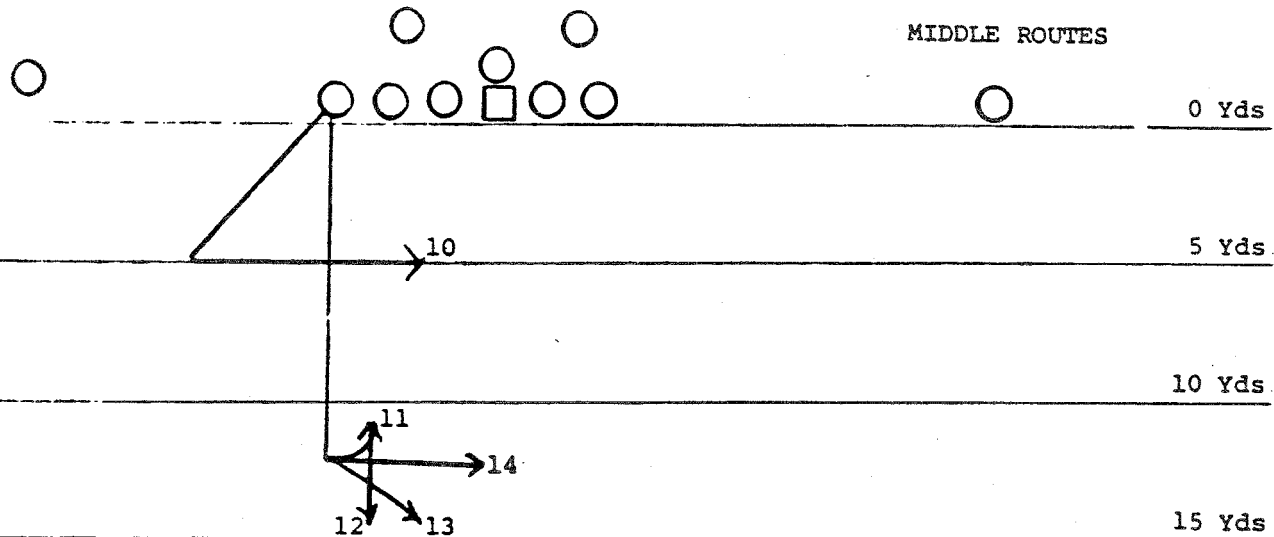
C. CROSSING ROUTES

15. Cross - Release 3 steps upfield, then cross field gaining ground to depth of 8 to 10 yards.
16. Tedi - Tight End Delay Inside - Block man inside then delay into normal cross route.
17. Far Flag - Release inside, run post, continue to far flag.
18. Seam - Release outside, split safety and corner, look for ball at 15 to 17 yards.

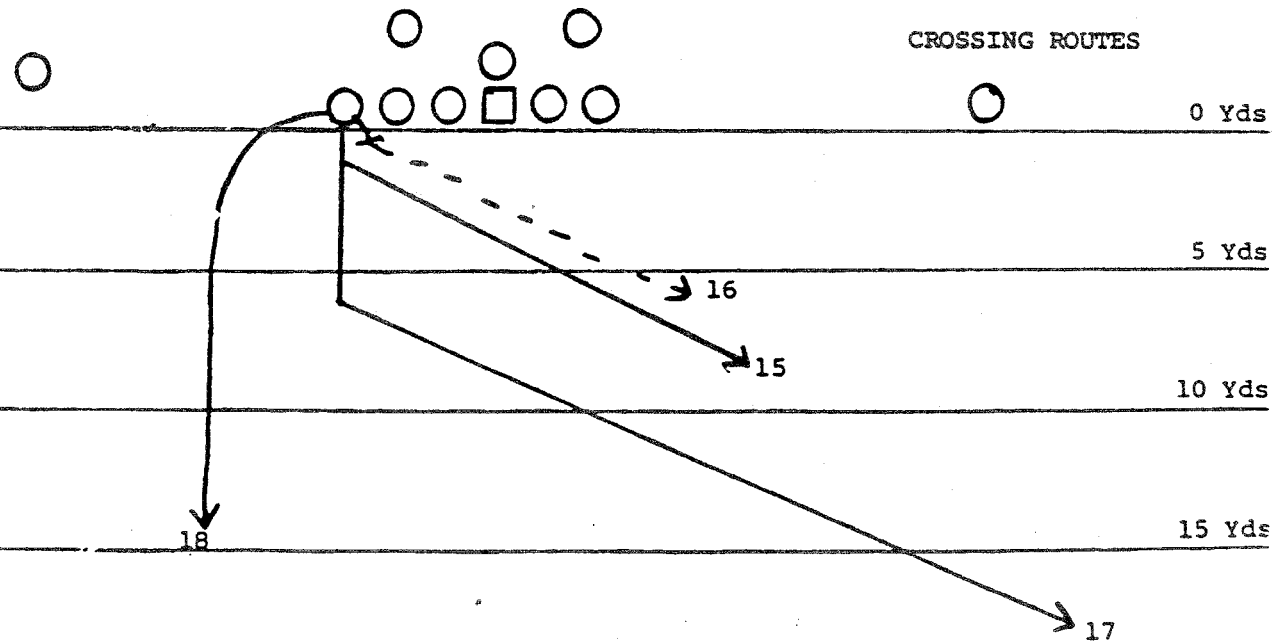
OUTSIDE ROUTES



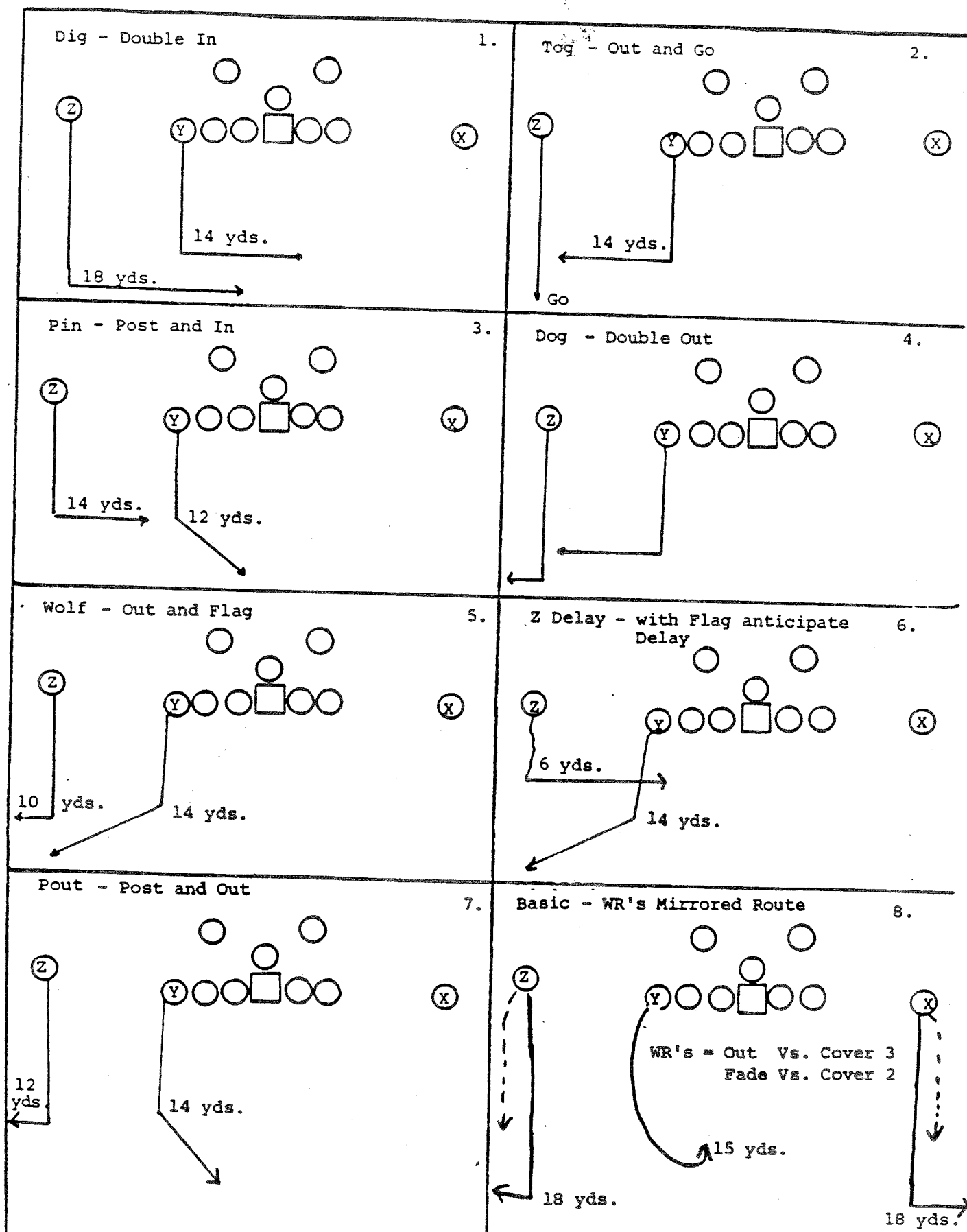
MIDDLE ROUTES



CROSSING ROUTES

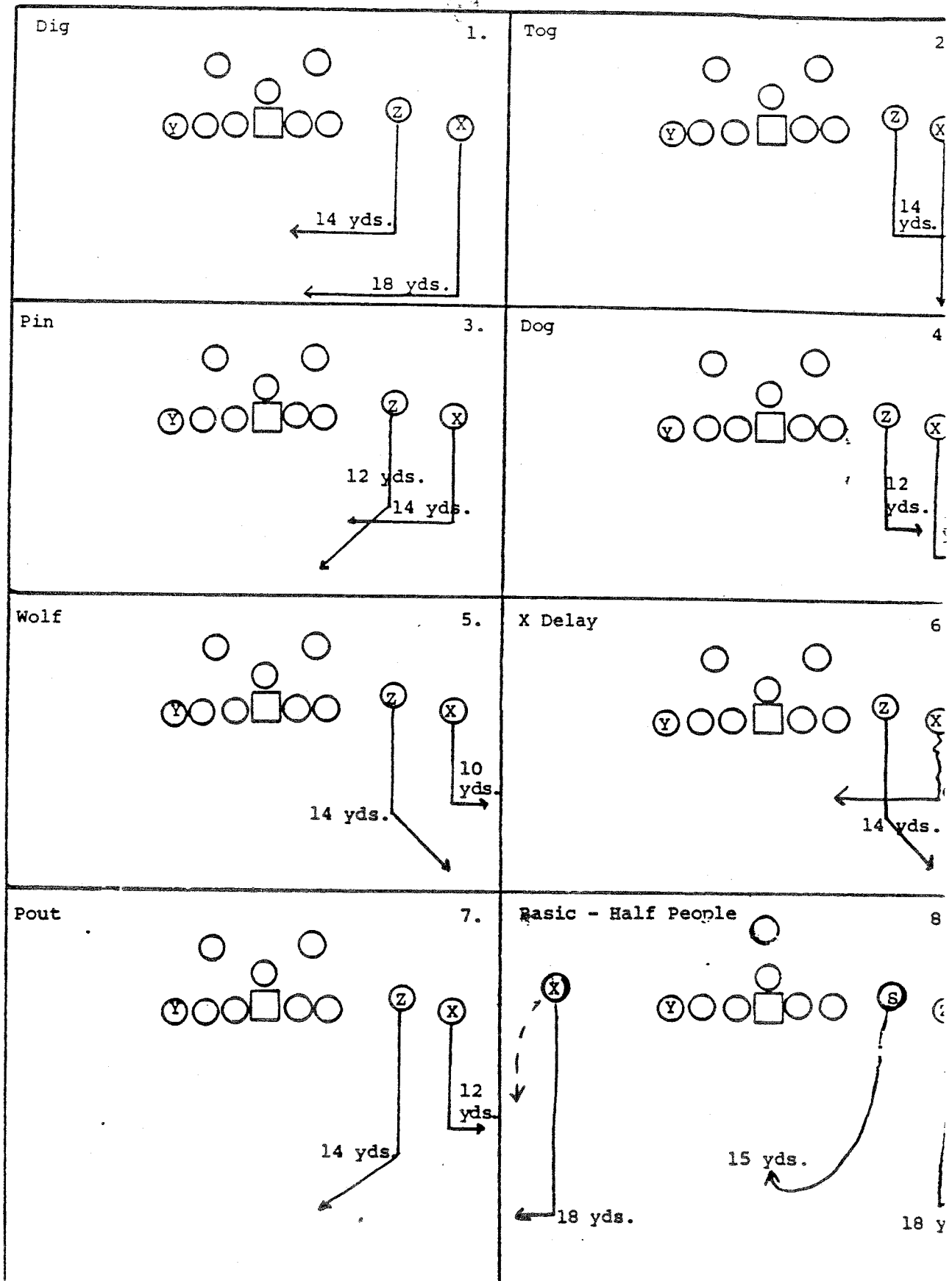


STRONGSIDE COMBINATION PATTERNS
DRAWN FROM LEFT FORMATION
BETWEEN "Y" AND "Z"



STRONGSIDE COMBINATION PATTERNS
DRAWN FROM SLOT FORMATION
BETWEEN "X" AND "Z"

32



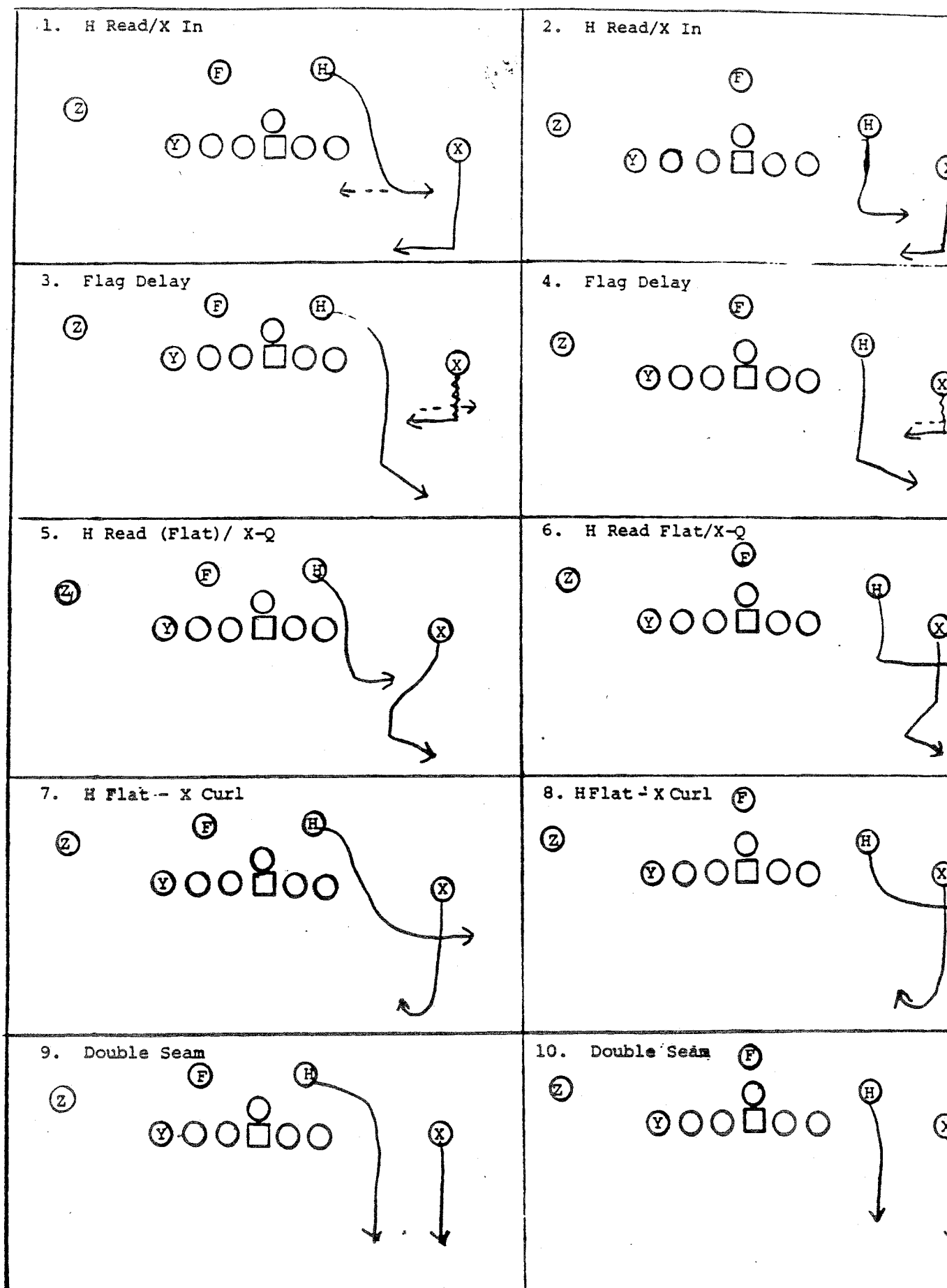
STRONGSIDE COMBINATIONS (continued)

<p>D Curl</p> <p>1.</p>	<p>D-Q</p> <p>2.</p>
<p>D Post</p> <p>3.</p>	<p>D Slant</p> <p>4.</p>
<p>D Go</p> <p>5.</p>	<p>Divide</p> <p>6.</p>
<p>7.</p>	<p>8.</p>

STRONGSIDE COMBINATIONS (continued)

<p>D Curl</p> <p>1.</p>	<p>D-Q</p>
<p>D Post</p> <p>3.</p>	<p>D Slant</p>
<p>D Go</p> <p>5.</p>	<p>Divide</p>
<p>7.</p>	

WEAKSIDE COMBINATION PATTERNS

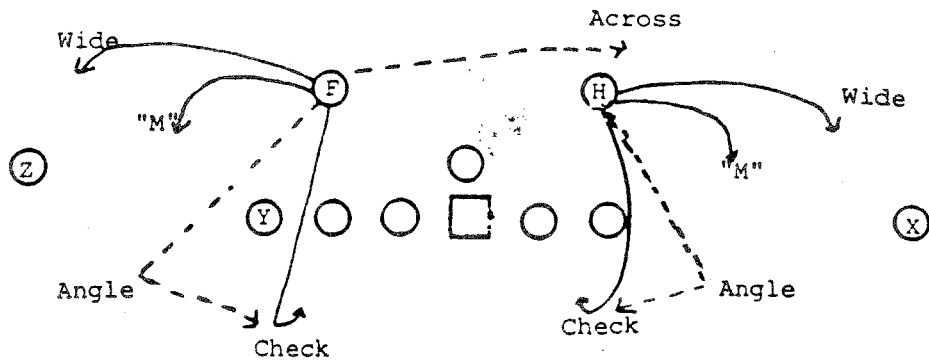


INDIVIDUAL HB AND FB PASS ROUTE DESCRIPTION

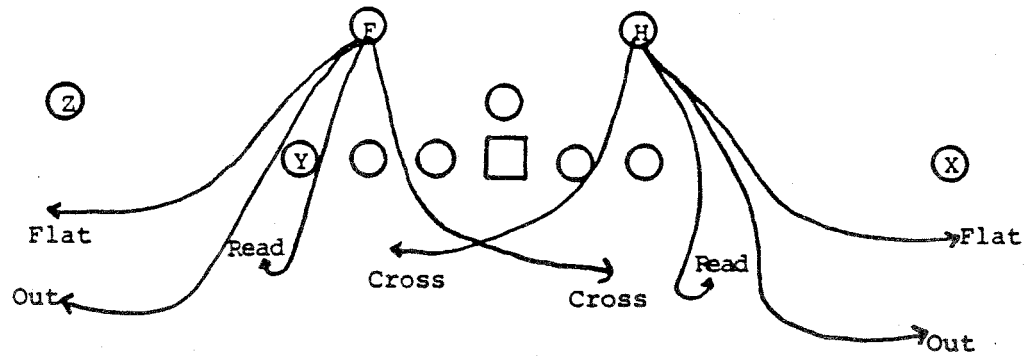
1. WIDE - Run route looping away from LOS (never more than 2 yards) - turn upfield between numbers and sideline.
2. MEDIUM - Run route between Y & Z or X & OT - 3 yards inside the numbers. Look over inside shoulder.
3. SWING - Run route between a medium and wide - get depth down the sideline as quickly as possible.
4. CHECK - Set to block - if your LB'er does not come, delay 2 count then take best release. Look for ball as you release - Hook up 5-6 deep.
5. FLAT - Run route upfield to a depth of 6 yards, break to sideline and deepen to 7 yards. Hook up 6 yards from sideline facing QB. (Quick Flat is quicker and flatter [never deeper than 2 yards across LOS] - Look for the ball immediately).
6. CROSS - Run route outside OT upfield like a CLOSE-shuffle and break off outside foot at 7 yards and come across hard toward sideline.
7. ANGLE - Run route outside toward flat, then break hard inside.
8. OUT - Run route outside OT or TE upfield to a depth of 10 yards and break outside hard for the sideline.
9. CLOSE - Run route outside OT upfield looking over inside shoulder.
10. FLAG - Run a close pattern 12-14 yards deep and break to Flag.
11. H-READ - Run read route 6-7 yards:
 a) Vs. Zone - hook it up at 7 yards
 b) Vs. Man - break it outside at 7 yards
12. ACROSS - Run wide route to other side of center.

INDIVIDUAL HB AND FB PASS ROUTES

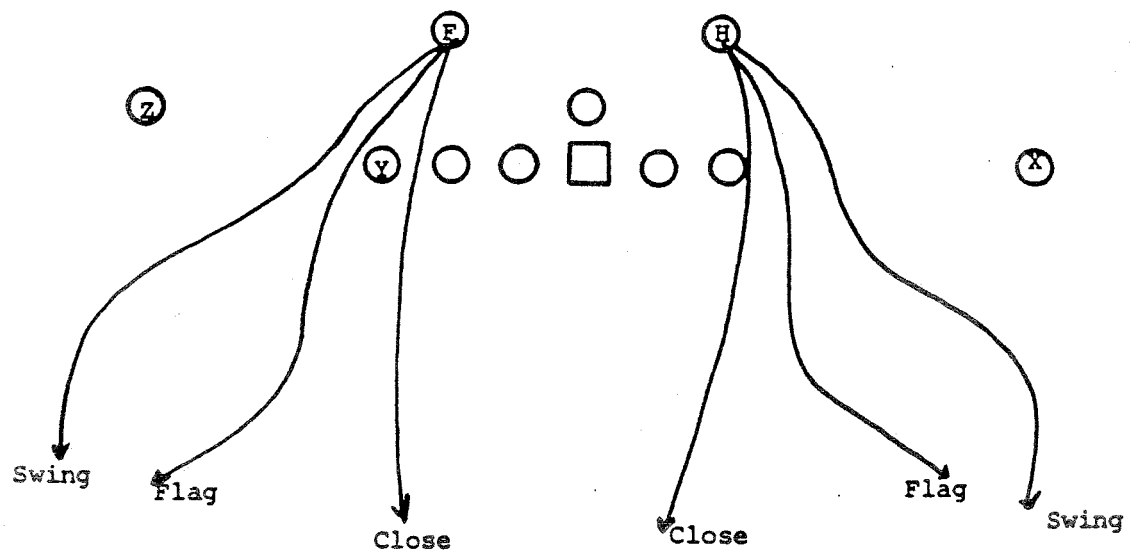
Short Routes



Medium Routes

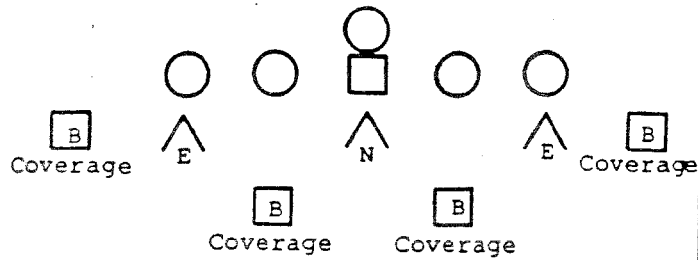


Long Routes

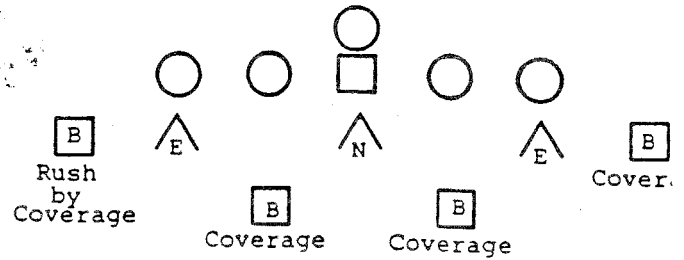


FRONTS

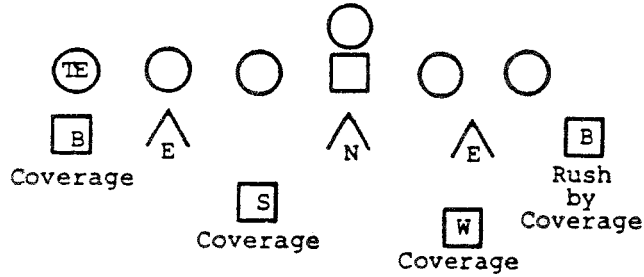
1. 34 - No LB'ers rush



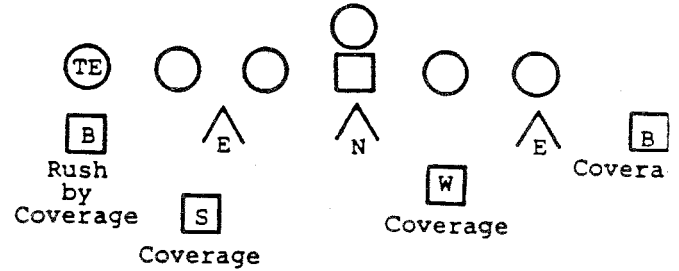
2. Stack - 1 LB'er rushes (by coverage)



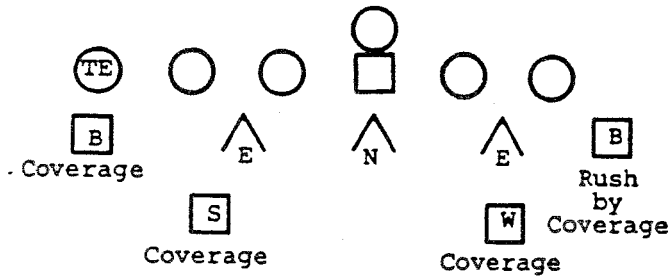
3. Reduced - 1 LB'er rushes (by coverage)



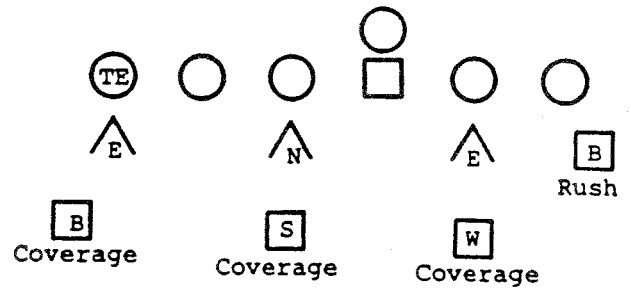
4. Sink - 1 LB'er rushes (by coverage)



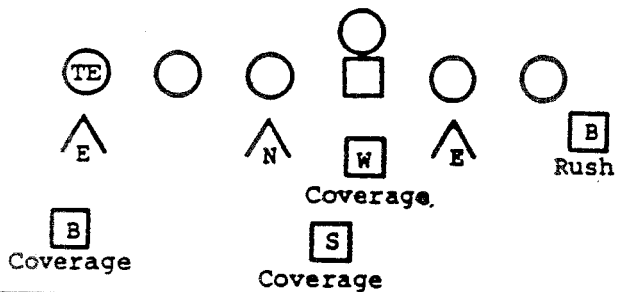
5. Diamond - 1 LB'er rushes (by coverage)



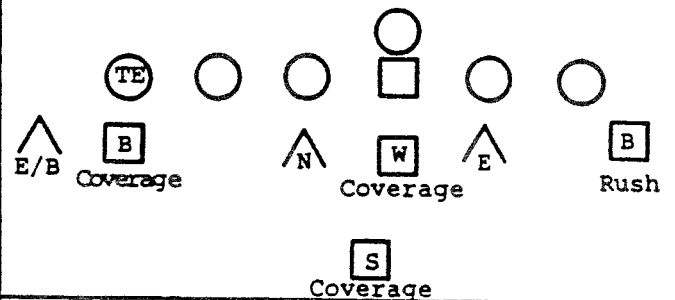
6. Even - Open side LB'er rushes



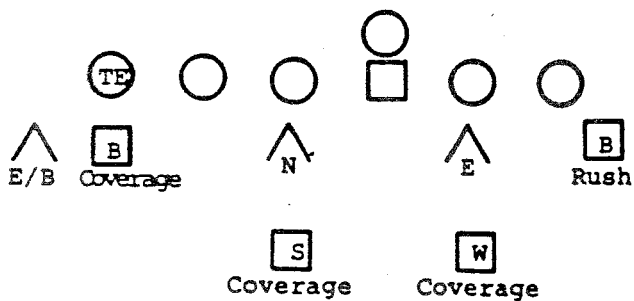
7. Ruby - Open side LB'er rushes



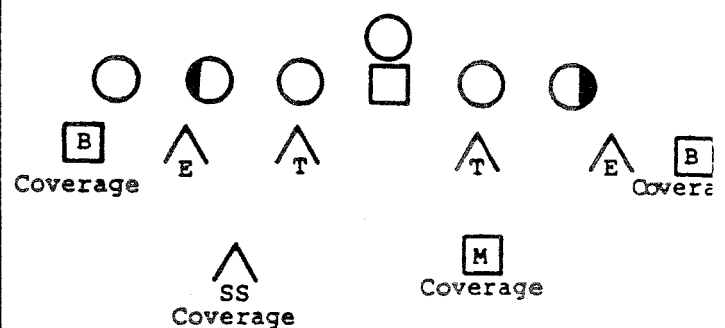
8. Ruby Point - Open side LB'er rushes



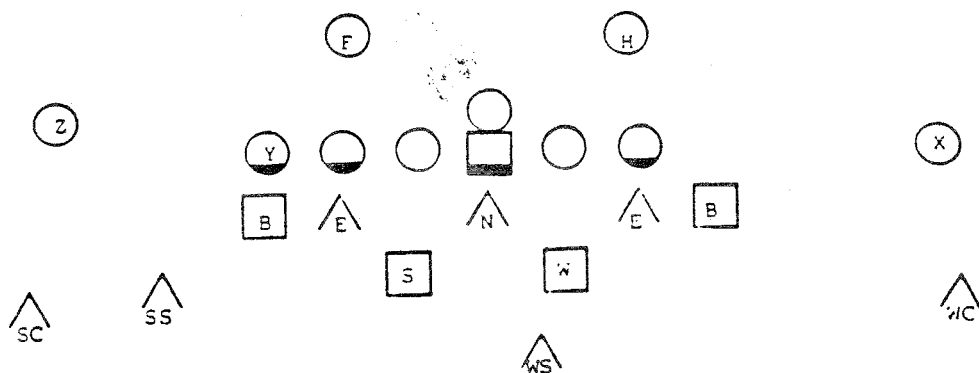
9. Point - Open side LB'er rushes



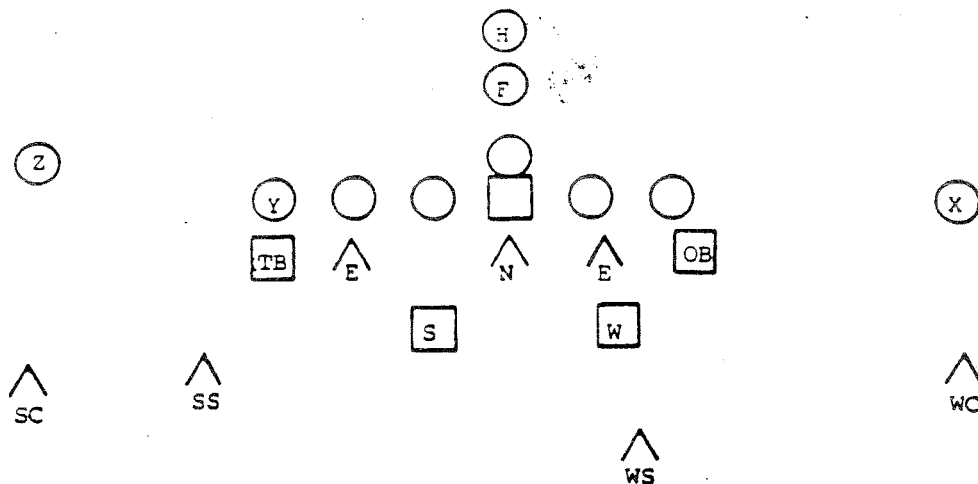
10. Jumbo Even - No LB'ers rush



STACK

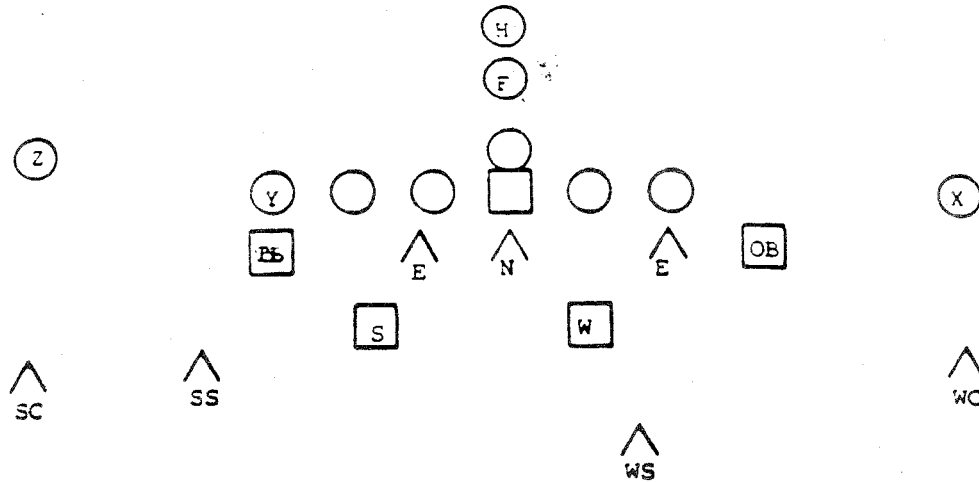


POSITION	ALIGNMENT	KEY	RESPONSIBILITY
<u>STRONG</u> <u>END</u>	4 Alignment	Tackle, Tight End, Guard, Near Back	1. Hear LB Color Call, Roy/Lee Call 2. 4 Technique - 2 Gap - Push blocker b. 3. Close inside gap on play away
<u>NOSE</u>	"O" Alignment	Center, Guards, Back	1. Hear LB's Roy/Lee Call 2. O Technique - 2 Gap - Push blocker b. 3. Keep Center off Sam & Will (slip)
<u>WEAK</u> <u>END</u>	4 Alignment	Tackle, Guard, Near Back	1. Hear LB Color Call, Roy/Lee Call 2. 4 Technique - 2 Gap - Push blocker b. 3. Close inside gap on play away
<u>STRONG</u> <u>BACKER</u>	1. Corner or Safety Force 6 Technique 2. Backer Force 9 Technique	Tight End, Tackle, Near Back, Guard	<u>MAKE CALL TO END</u> 1. 6 Technique - off tackle and cut back 2. 9 Technique - force 3. "Green" - Contain rusher vs. pass
<u>SAM</u>	Head up on Guard 3 1/4-4 yds. deep	Near Back, Guard, Weak Back	Fast, Slow or Direct
<u>WILL</u>	Head up on Guard 3 1/4-4 yds. deep	Strong Back, Guard, Weak Back	Fast, Slow or Direct
<u>WEAK</u> <u>BACKER</u>	1. Backer Force 9 Technique 2. Safety or Corner Force 6 Technique	Weak Back, Guard, Tackle	<u>MAKE CALL TO END</u> 1. 9 Technique - force 2. 6 Technique - off tackle and cut back 3. "Green" - Contain rusher vs. pass

REDUCED

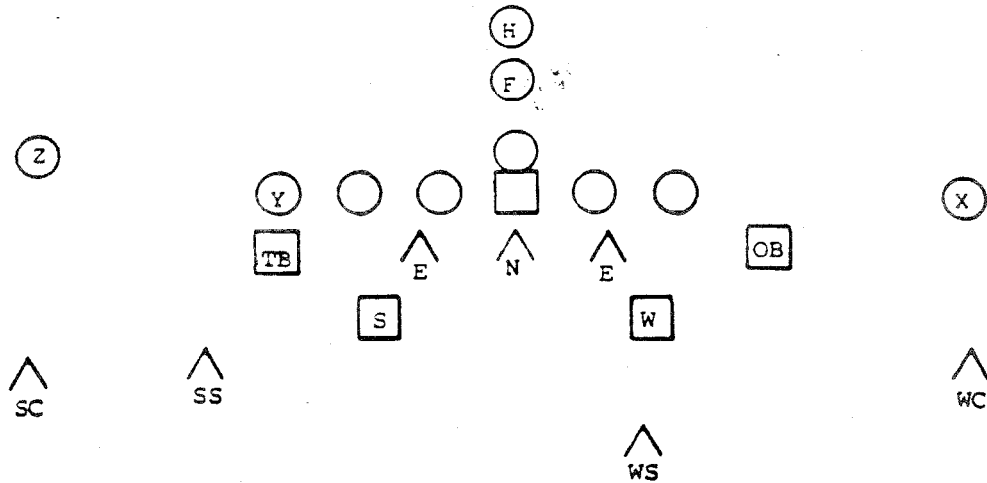
POSITION	ALIGNMENT	KEY	RESPONSIBILITY
<u>STRONG END</u>	S A M E	A S S T A C K	→
<u>NOSE</u>	S A M E	A S S T A C K	→ CP - Read angle of Guard's Downblock
<u>WEAK END</u>	3 Alignment	Guard - Periph Tackle	1. Aggressive charge - React to blocks on the run CP - Knock off Tackle if he pulls inside
<u>TE SIDE BACKER</u>	S A M E	A S S T A C K	→
<u>SAM</u>	By Coverage 3½-4 Yds. Deep	Thru Linemen to Backs	1. Fast, Slow, or Direct Read 2. Play Away - BSF
<u>WILL</u>	By Coverage 3½-4 Yds. Deep	Backs	1. Run reads same as Rip
<u>OPEN SIDE BACKER</u>	Outside Shoulder of Tackle	Tackle, Near Back, & Ball	1. 9 Technique - Force or Cutback by Coverage

SINK



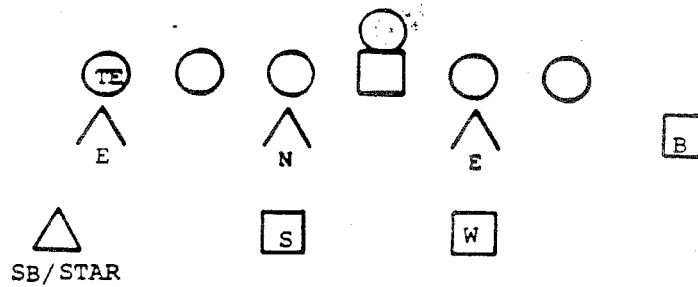
POSITION	ALIGNMENT	KEY	RESPONSIBILITY
<u>STRONG</u> <u>END</u>	3 Alignment	Guard - Periph Tackle	1. Aggressive charge - React to blocker on the ru CP - Knock off Tackle if he pulls inside
<u>NOSE</u>	S A M E	A S S T A C K	CP - Read angle of Guard's Downblock
<u>WEAK</u> <u>END</u>	S A M E	A S S T A C K	
<u>TE SIDE</u> <u>BACKER</u>	1-Corner or Safety Force 6 Technique 2-Backer Force 9 Technique	TE, Tackle, Near Back, & Guard	1. Force or Cutback by Coverage
<u>SAM</u>	By Coverage 3½-4 Yds. Deep	Thru Lineman to Backs	1. Run reads same as Rip
<u>WILL</u>	By Coverage 3½-4 Yds. Deep	Thru Lineman to Backs	1. Fast, Slow, or Direct Read 2. Play Away - BSF
<u>OPEN SIDE</u> <u>BACKER</u>	S A M E	A S S T A C K	

DIAMOND



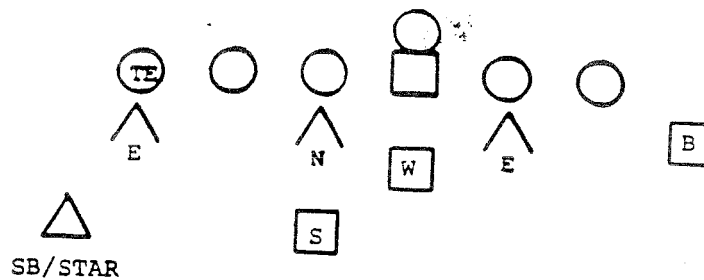
POSITION	ALIGNMENT	KEY	RESPONSIBILITY
<u>STRONG</u> <u>END</u>	3 Alignment	Guard - Periph Tackle	1. Aggressive charge - React to blocker on move CP - Knock off Tackle if he pulls inside
<u>NOSE</u>	S A M E	A S S T	A C K → CP - Read angle of Guard's Downblock
<u>WEAK</u> <u>END</u>	3 Alignment	Guard - Periph Tackle	1. Aggressive charge - React to blocker on move CP - Knock off Tackle if he pulls inside
<u>TE SIDE</u> <u>BACKER</u>	S A M E	A S S T	A C K →
<u>SAM</u>	By Coverage 3½-4 Yds. Deep	Thru Lineman to Backs	1. Run reads same as Rip 2. Run Away - BSF
<u>WILL</u>	By Coverage 3½-4 Yds. Deep	Thru Linemen to Backs	1. Fast, Slow, or Direct Read 2. Run Away - BSF CP - Alert to Fan - Ice Block
<u>OPEN SIDE</u> <u>BACKER</u>	6 Alignment	Thru Tackle to Near Back & Ball	1. Force or Cutback by Coverage

EVEN



POSITION	ALIGNMENT	KEY	RESPONSIBILITY
<u>STRONG</u> <u>END</u>	6 Alignment CP - TE Flex, 5 Alignment	TE, OT	<ol style="list-style-type: none"> 1. 6 Tech - Cutback (Insure C Gap) 2. Aggressive read on move 3. Aware OT Block 4. Outside Contain Rush
<u>NOSE</u>	2 Alignment	Guard, Center (Tackle)	<ol style="list-style-type: none"> 1. 2 Gap 2. Aggressive read on move 3. Aware OC Block 4. Inside Rusher 5. Alert for Ringo/Lucky call
<u>WEAK</u> <u>END</u>	2 Alignment	Guard, Center (Tackle)	<ol style="list-style-type: none"> 1. 2 Gap - Aggressive read on move 2. Aware OC Block 3. Inside Rusher 4. Alert for "Rip" call
(OPEN SIDE) <u>BACKER</u>	Open Side 3-4 feet outside Tackle	Tackle, Near Back and Ball	<ol style="list-style-type: none"> 1. Cutback; Force - Cover 0/Cover 1 2. Chase Vs. Play Away (Insure B Gap) 3. Outside Contain Rush 4. CP - Alert to "Change" Calls CP - Kick the Special
<u>SAM</u>	By Formation And Coverage 4 Yds. Deep	Backs, Playside Tackle, Center	<ol style="list-style-type: none"> 1. Vs. Run: Scrape ("RIP"-DIRECT) - BSF 2. Pass by Coverage 3. Alert to use of Rip/Ringo/Lucky calls 4. CP - Reroute #2 or 3 Vertical, Cover 2
<u>WILL</u>	By Formation and Coverage 4 Yds. Deep	Backs, Playside Tackle, Center	<ol style="list-style-type: none"> 1. Vs. Run: Scrape - BSF 2. Pass by Coverage 3. CP - Vs. Dbl Wing - Reroute #2 Vertical, Cover 2 CP - Alert to use of Rip/Ringo/Lucky calls
<u>TE SIDE</u> <u>BACKER</u> or <u>STAR</u>	By Formation and Coverage	Ball, #2 Rec.	<ol style="list-style-type: none"> 1. Fill off DE - Open Backer 2. CP - Cover 2 , Reroute #2 Receiver

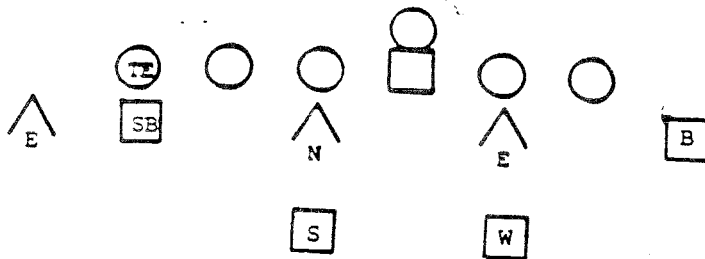
EVEN RUBY



POSITION	ALIGNMENT	KEY	RESPONSIBILITY
<u>STRONG</u> <u>END</u>	S A M E A S	E V E N	→
<u>NOSE</u>	S A M E A S	E V E N	→
<u>WEAK</u> <u>END</u>	S A M E A S	E V E N	→ CP - Alert "Change" Call: Outside Rush Lane
(OPEN SIDE) <u>BACKER</u>	S A M E A S	E V E N	→ CP - Alert "Change" Call: Take Will Pass Responsibility
<u>SAM</u>	S A M E A S	E V E N	→ CP - Vs. Play Away: "Fast" to B-Gap
<u>WILL</u>	0 Alignment 18" - 24" Off Ball	Thru Center to Backs	1. Flatten Center's Block - Control A Gap 2. Vs. Center Block Back - Penetrate 3. Coverage By Call 4. "Change" Call Rush over Center 5. Check Even Vs. Dbl Wing
<u>TE SIDE</u> <u>BACKER</u> or <u>STAR</u>	S A M E A S	E V E N	→

RUBY VARIATIONS AND ADJUSTMENTS

<p><u>Regular</u></p> <p>1. Ruby (4 Sky) 3</p>	<p><u>Regular</u></p> <p>6. Ruby 2</p>
<p><u>Regular</u></p> <p>2. Ruby Rip - #2 Change</p>	<p><u>Regular</u></p> <p>7. Ruby Rip - Will</p>
<p><u>Vs. Run Weak Regular</u></p> <p>3. Ruby Rip - #2 Change</p>	<p><u>Nickel (4 people)</u></p> <p>8. Ruby F Will</p>
<p><u>Vs. H Fly</u></p> <p>4. Ruby #2</p>	<p><u>Nickel #2 (4 people)</u></p> <p>9. Flood</p>
<p><u>Regular</u></p> <p>5. Fly to Denver Vs. Ruby Rip - Will 9 MUP</p>	<p><u>Nickel #2 (4 people)</u></p> <p>10. Fly to FL</p>

EVEN POINT

POSITION	ALIGNMENT	KEY	RESPONSIBILITY
<u>STRONG END</u>	8 Alignment	TE, Tackle, Near Back	1. Aggressive Force Responsibility 2. Chase Play Away, Take Reverse 3. Outside - Contain Rush 4. If TE Side Backer Leaves, Play 6 Technique Responsibility
<u>NOSE</u>	S A M E A S	E V E N	→
<u>WEAK END</u>	S A M E A S	E V E N	→
<u>BACKER</u>	S A M E A S	E V E N	→
<u>SAM</u>	S A M E A S	E V E N	→
<u>WILL</u>	S A M E A S	E V E N	→
<u>TE SIDE BACKER OR STAR</u>	6 Alignment	TE, Tackle, Near Back	1. Cutback 2. Pass - Play Coverage Called 3. Alert to Adjustments: Flex, Flood, Y-Off CP: Insure C Gap Vs. Cutback CP: Vs. TE Fan Block, Use Inside Pad Vs. All Blocks

LINEBACKER PHILOSOPHY

The following elements are necessary for successful individual and group effectiveness at the linebacker position.

1. Get in condition - all of the key ingredients for effective play, specifically - concentration, pursuit, ability to play blockers, quickness in coverage will disappear if you are not in condition.
2. Prepare to win - everyone cares about winning, everyone says they want to win and most do - however, only those who prepare to win have a chance.
 - a. Condition
 - b. Practice habits and effort
 - c. Study defenses and film
3. Concentration and learning - human nature is such that concentration and learning ceases when:
 - a. Attention or interest relax
 - b. You feel you already know
 - c. Your attention is somewhere else

Keep your attention in meetings and practice on the subject matter.

4. Main idea - the idea on defense is still to get the guy with the ball. Some players forget this. Everything you do should be geared for that 1 thing.

1. Down, distance, offensive personnel
2. Know the defense
3. Know who the skill people are
4. Get lined up correctly
5. Make necessary calls
6. Make formation adjustments
7. Get in good stance
8. Read your key
9. React to key
10. Disengage blockers
11. Pursuit to ball
12. Tackle

1. Down, distance, offensive personnel - Be in the game - Look at chains, know the situation. Know the offensive personnel in the game so that you can recognize formations and formation strengths.
2. Know the defense - Everything starts here - If you are unaware you can't possibly execute your responsibility. Listen! See!
3. Know who the skill people are - You must know the offense's skilled people and their strengths and weaknesses (i.e. blocking, receiving, running, speed, etc.). This will help you anticipate situations.
4. Line up correctly - Be disciplined to use proper alignment and depth. Be exact - Don't guess.
5. Make calls - Some of the other people on our defense depend solely on your call. Make the correct call. Strength calls, rush calls, etc. Use command and leadership in your voice.
6. Adjust to formations - In the NFL there has been an ever increasing use of multiple formations. Yards are being gained because of improper adjustments as mistakes defensively. Spend time studying multiple formations each week. Prepare.
7. Stance - As fatigue sets in or long yardage shows up, stances usually deteriorate. Bend from the waist, cover blocking area - don't elevate yourself on the snap. Poor stances limit even the most gifted athletes.
8. Keys - Keys are simply an index to provide direction for you. Look at them closely as you watch film. Concentrate on them in games - be aware of cheats and stance variations. See what your key does.
9. Reaction to key - React immediately to key - attempt to clear blockers. Delayed reactions get you blocked.
10. Disengage blockers - This is the single most important item in stopping running plays. Use hands, shoulders, flippers - drop steps, etc. LB'ers who stay glued to blockers can't play.
11. Pursuit - This is all effort - Get to ball - Run, hustle, avoid traffic. Take correct angle - give yourself a chance. Be relentless on pursuit. LB'ers who won't pursue every play are liabilities rather than assets.
12. Tackle - Avoid 2 way situations. Keep your head up. Hit on the rise, bring your arms through the runner and lock your arms. Run through the ball carrier. Don't stop your feet.

Force Rules

Coverage	Strongside	Weakside
1. (Fire, Reduced, Even, Diamond) #0	Backer	Backer (outside rusher)
2. #1 Rover	Backer	Backer
3. #1 Funnel	Backer	Backer
4. (Stack, Hash) #2	Cloud	Cloud
5. Fire Fox #2 Sky	Sky	Sky
6. Red #2	Sky	Sky
7. (Stack/34) #3	Sky ("Cop" = Cloud)	Backer
8. (Stack/34) Linda-Rita	Sky (wide side)	Backer (short side)
9. #3 SS Green, #3 Dog 2	Sky	Backer
10. #4	Backer	Cloud
11. #5, #5 Double	Sky	Sky
12. #6 (vs. slot only)	Sky	Cloud (#1 tight)
13. #7 (vs. slot only)	Sky	Cloud (#1 tight)
14. #8, #8 Sloop	Backer	Backer
15. (Stack, Reduced, Even, Diamond) Blitz	Sky	Backer (outside rusher)
16. Thunder	Sky	End (outside rusher)
17. Cobra	Backer	Cloud (outside rusher)
18. Red Cobra	Backer	Sky (outside rusher)
1. (SY) Fire Fox 2	Sky ("Solid" = Cloud)	Cloud (#1 tight)
2. (SY) 34-3 SS Green	Sky	Cloud (#1 tight)
1. (GL) Goal Line Base Man	Sky	Cloud (#1 tight)
2. (GL) Goal Line Oscar	Backer	Backer

EXPLANATION OF HUDDLE CALL & DIGIT SYSTEM

1. 1st call will give the defensive personnel and how many linebackers will rush vs. pass.

34	-	3 linemen,	4 linebackers,	4 backs,	0 LB'ers rushing
Stack	-	3 linemen,	4 linebackers,	4 backs,	1 LB'er rushing
Fire	-	3 linemen,	4 linebackers,	4 backs,	2 LB'ers rushing
Blitz	-	3 linemen,	4 linebackers,	4 backs,	3 LB'ers rushing
43	-	4 linemen,	3 linebackers,	4 backs,	0 LB'ers rushing
Goal Line	-	4 linemen,	3 linebackers,	4 backs,	2 LB'ers rushing
33 (Pony)	-	3 linemen,	3 linebackers,	5 backs,	0 LB'ers rushing
42 (Mustang)	-	4 linemen,	2 linebackers,	5 backs,	0 LB'ers rushing
33 (Player) 0-	-	3 linemen,	3 linebackers,	5 backs,	1 LB'er rushing
42 (Player) 0-	-	4 linemen,	2 linebackers,	5 backs,	1 LB'er rushing
51 Stallion	-	5 linemen,	1 linebacker,	5 backs,	0 LB'ers rushing

2. 2nd call will give the coverage. "Cover ____"

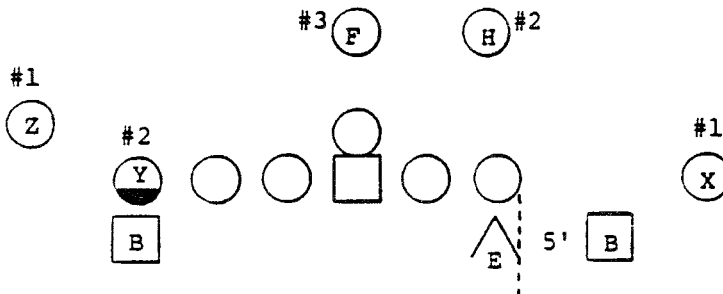
The coverage determines:

- a) which linebacker(s) is rushing - Rules for Rush by Coverage.
- b) strongside & weakside force - Force Rules.
- c) coverage responsibility - Coverages.
 - all coverages based on strength unless otherwise designated (TE).
 - all coverages are regular coverages unless designated Match-up.
- d) flow rules - Play Action
- e) standard adjustments - Standard Adjustments

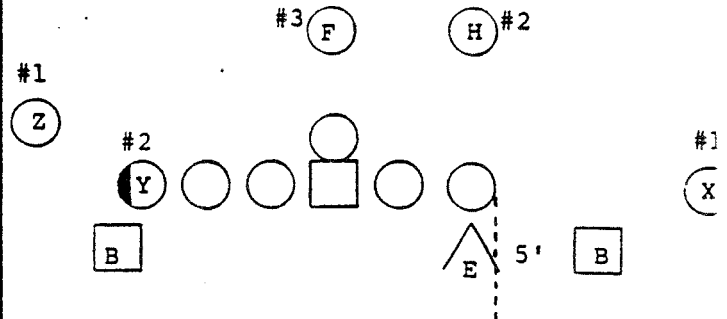
3. Other calls may be added to the base call dictating line stunts, front and coverage variations, or special instructions.

OUTSIDE LINEBACKER ALIGNMENTS1. 6 ALIGNMENT - (head up)

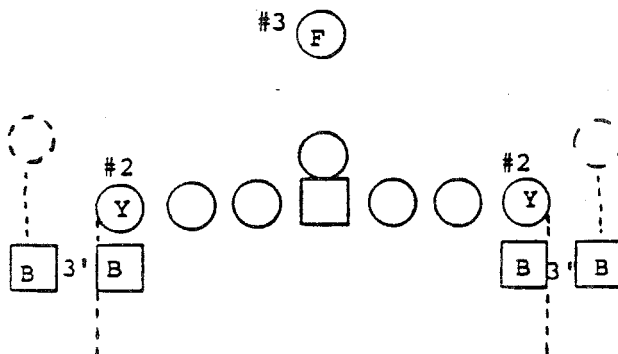
- head up normal tight end
- no tight end, 5 feet from defensive end

2. 9 ALIGNMENT - (outside shoulder)

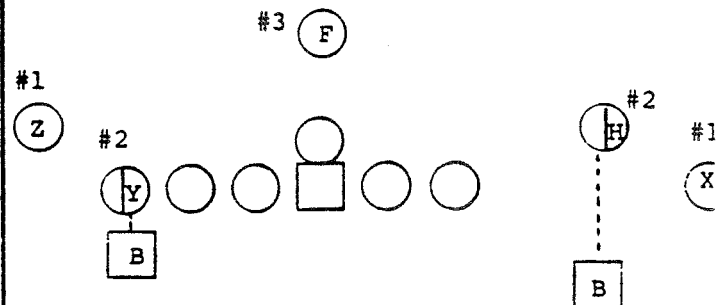
- outside shoulder normal tight end
- no tight end -
 - a. #2 inside - 5 feet from defensive end
 - b. #2 wide (+2 yds) - 7 alignment

3. 8 ALIGNMENT - (head up wing)

- head up close wing
- no wing, 1 yd. outside widest man on LOS

4. 7 ALIGNMENT - (inside eye)

- inside eye vs. TE
- inside eye vs. #2 wide and back off LOS a yard



OUTSIDE LINEBACKER PLAY VS. TE

Stance & Alignment

Get in a square stance, head up the tight end (6.tech). If the end has a tight split, squeeze down to defensive end, but don't step on his feet. Your feet should be slightly wider than your shoulders; have a good base to take on drive block by TE. Knees should be flexed slightly in a comfortable position (not a squat). Arms should hang between knees with hands cocked and thumbs together. Most importantly, concentrate on the tight end. Periph any motion and line/back keys. Know who is the near back.

Vs. base (drive) block

Get hands quickly into TE. Keep elbows close to body and thrust the heels of your hands (thumbs together) into blocker's numbers. Roll hips and pelvis forward to generate leverage and explosion. If TE comes straight off, feet will not move or will hop back slightly (1-2 inches) to maintain solid base. As TE moves laterally, shuffle to maintain a square position. After initial contact, work to lock out arms and keep TE away from your body. Your hands must be inside of his to maintain leverage. If your hands go outside, pull one off and work back inside of blocker's hands. When you have TE locked out with your arms and a good base, look for runner. Stay on block and control TE until you are sure you can throw off and make tackle. Do not drift toward runner and allow blocker to establish position on either side. Stay Square.

Vs. (tight) cutoff block

Shuffle to stay square on TE or slightly on the outside. Get hands up quickly into blocker. Keep elbows close to body and thrust heels of your hands (thumbs together) into blocker's numbers. Do not lunge forward and allow blocker to establish position to inside. After initial contact, work to lock out arms and keep TE away from your body. The most important point is to get your hands inside the blocker's to maintain leverage. If you are on the top of his pad or just pushing on his jersey, take the hand off and work it back to blocker's chest (numbers). When you have the TE locked out with your arms, look for runner. Stay on block and control TE until you are sure you can throw off and make tackle. If the TE is pushed down into next blocker, use his body to consume the inside gap and hold a slight outside position with arms locked out. Do not run around behind the block.

Vs. position cutoff block

Follow TE down and maintain outside position. Push his body down the LOS into the hole. Do not give ground or play across blocker until the ball crosses the LOS. Get arms fully extended and maintain separation from blocker. Look for runner. You must be able to get off blocker and help on bounce out. Do not run around behind the block.

Vs. (tight) hook block

Shuffle to stay square on TE or slightly on the inside. Get hands up quickly into blocker. Keep elbows close to body and thrust heels of hands (thumbs together) into blocker's numbers. Do not lunge forward and allow blocker to establish position to the outside. After initial contact, work to lock out arms and keep TE away from your body, pushing him on his side of the LOS. The most important point is to get your hands inside the blocker's to maintain leverage. Push with your outside arm and prevent blocker's outside shoulder from getting square or turned up on you. If your outside hand is on the top of his pad or just pushing on his jersey, take the hand off and work it back to blocker's chest (numbers). Concentrate on pushing the TE back, and not on widening with him. When you have the TE locked out with your arms, look for runner. Stay on inside shade and control blocker until you are sure you can throw off and make tackle.

Vs. position hook block

If TE jumps so far outside you that you cannot push him back, but only toward the sideline, then penetrate immediately. You must get across LOS and force blocker to have to push you further into backfield. You must make this move quickly and get penetration.

Vs. down block (cutback responsibility)

Get hands on TE and flatten his angle so that he does not get a shot at DE's hip. Close behind TE quickly. The ball cannot run between you and the defensive end. You must force ball outside. Locate next blocker and get on his level. Take on blocker with outside shoulder (if necessary) to prevent ball from going inside. Work for penetration and knock off any blockers trying to clear to corner.

CP: Vs. special (offside guard and tackle pulling) - Attack guard at knees with outside shoulder. You must eliminate inside hole and force ball outside. Try to attack guard at any angle so that you can also trip up tackle or force him to give ground to clear to get outside.

Vs. flare block

Recognize flare block and look inside. You are now the force man regardless of your original responsibility. Play blockers as you would if you were an open side linebacker.

Vs. crack block

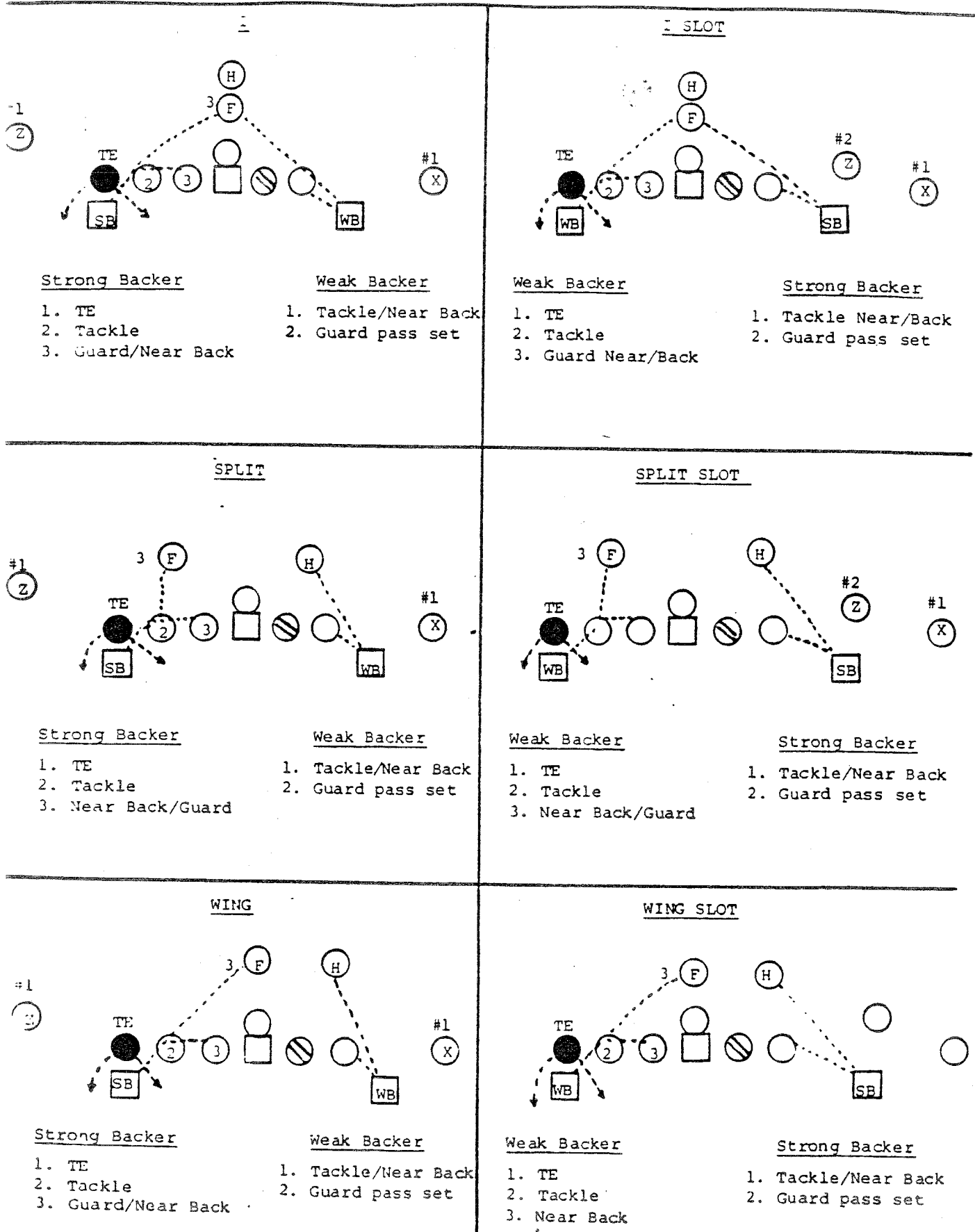
a) If TE posts you for crack, drop outside shoulder and split double. Do not get driven off LOS. Hit ground if necessary.

b) If TE down blocks, play regular reads on down block. Close inside hole. Forget about crack.

Vs. close wing

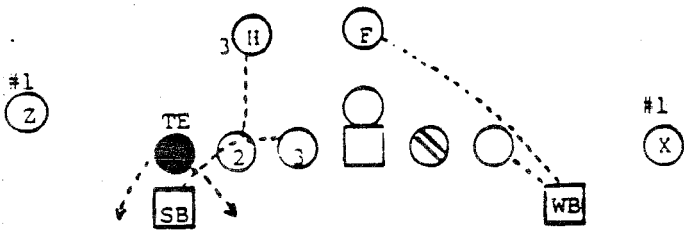
Keep same stance, but adjust alignment to outside shoulder of TE. Key both blockers. If wing blocks down, play his block as a base block, but stay on the inside shade of the wing. If wing doesn't block you, react to TE's block and follow normal rules (but you will be playing him from a slightly wider alignment).

OUTSIDE LINEBACKER KEYS



OUTSIDE LINEBACKER KEYS

STRONG



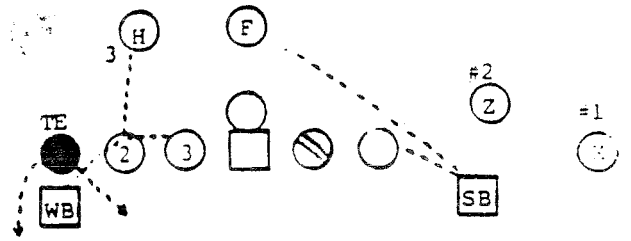
Strong Backer

1. TE
2. Tackle
3. Near Back/Guard

Weak Backer

1. Tackle/Near Back
2. Guard pass set

STRONG SLOT



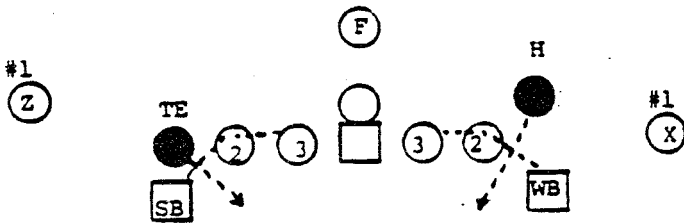
Weak Backer

1. TE
2. Tackle
3. Near Back/Guard

Strong Backer

1. Tackle/Near Back
2. Guard pass set

DOUBLE WING



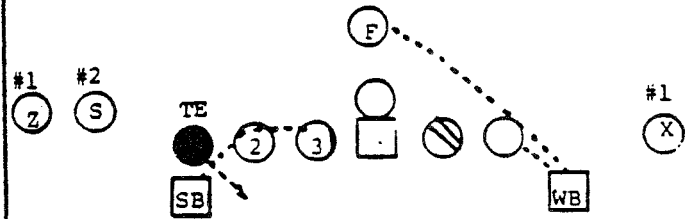
Strong Backer

1. TE
2. Tackle
3. Guard

Weak Backer

1. Near Back
2. Tackle
3. Guard

FLOOD 3



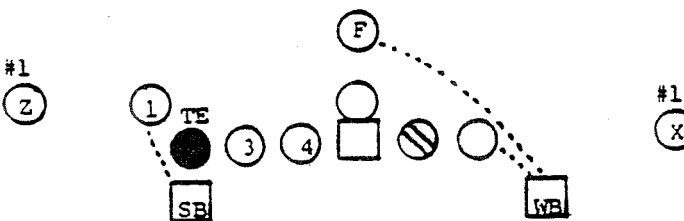
Strong Backer

1. TE
2. Tackle
3. Guard

Weak Backer

1. Tackle/Near Back
2. Guard pass set

FLOOD



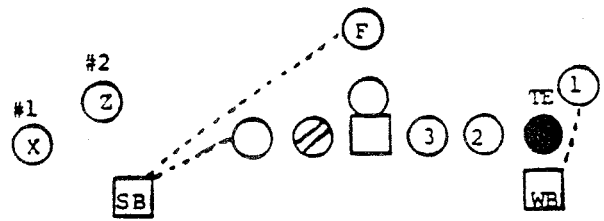
Strong Backer

1. TE/Wing
2. Tackle
3. Guard

Weak Backer

1. Tackle/Near Back
2. Guard pass set

DENVER CLOSE



Strong Backer

1. Tackle/Near Back
2. Guard pass set

Weak Backer

1. TE/Wing
2. Tackle
3. Guard

OUTSIDE LINEBACKERS - 6 TECHNIQUESTRONGSIDE/WEAKSIDE - Vs. Normal Tight End - CUTBACK RESPONSIBILITY

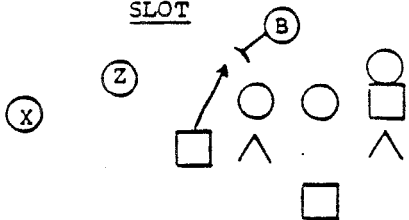
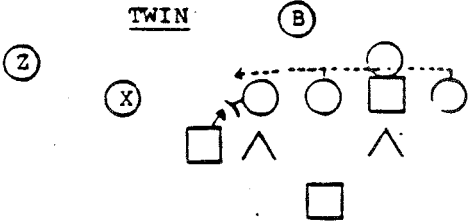
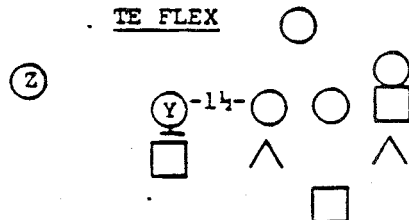
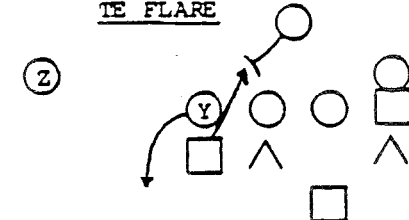
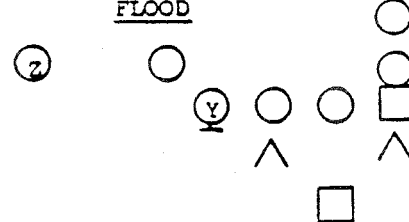
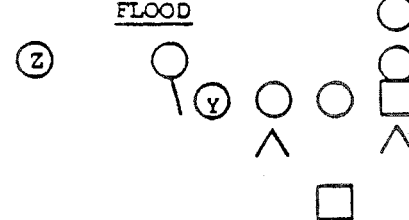
1. Key Tight End first - React to his block - play cutback
 - a. basic block b. hook block c. cutoff block
 2. Tight End down block - Flatten tight end and prevent direct shot on defensive end
 - d. G block 3. U block f. Bob block
- Close C gap - Bounce off tackle plays

	<p style="text-align: center;"><u>BASE BLOCK</u></p> <ol style="list-style-type: none"> 1. Get hands on TE - push backwards with good extension 2. Stay on TE until you see the ball commit-<u>Cutback</u> 3. Disengage TE - drop step inside plays pursue inside/out on outside plays
	<p style="text-align: center;"><u>HOOK BLOCK</u></p> <ol style="list-style-type: none"> 1. Get hands on TE - push backwards w/good extension Pressure the outside shoulder 2. Stay on TE until you see the ball commit-<u>Cutback</u> 3. Disengage TE - drop step on inside/out pursuit C.P. - Vs. Jump Hook - come under TE, penetrate, cutoff blockers, play cutback
	<p style="text-align: center;"><u>CUTOFF BLOCK</u></p> <ol style="list-style-type: none"> 1. Get hands on TE - push backwards w/ good extension Pressure the inside shoulder 2. Squeeze the C gap 3. Stay on TE until you see the ball commit 4. Disengage TE - drop step inside plays Be force on outside bend back/reverse
	<p style="text-align: center;"><u>U-BLOCK</u></p> <ol style="list-style-type: none"> 1. Flatten TE and prevent direct shot on def. end 2. Get hands on tackle - push backwards w/ good extension 3. Stay on tackle until you see the ball commit-<u>Cutback</u> 4. Disengage TE - drop step inside plays pursue inside/out on outside plays
	<p style="text-align: center;"><u>G- BLOCK</u></p> <ol style="list-style-type: none"> 1. Flatten TE and prevent direct shot on def. end 2. Read guard and get on his level 3. Close C gap 4. Bounce off tackle plays and pursue inside/out
	<p style="text-align: center;"><u>BOB-BLOCK</u></p> <ol style="list-style-type: none"> 1. Flatten TE and prevent direct shot on def. end 2. Read back and get on his level 3. Close C gap 4. Bounce off tackle plays and pursue inside/out 5. Reach for pullers

STRONGSIDE/WEAKSIDE - Vs. #2 Wide - CUTBACK RESPONSIBILITY - PENETRATE
 (TE flex, TE flare, Slot, Twin, Flood, 4 half, 4 Out) (2 yards width)

1. Key #2 if he is within 2 yards of offensive tackle. React to his block.
 - a. base block b. flare block
2. Vs. #2 wide - Key tackle/near back for run. See uncovered guard pass set. React to tackle's block first, then guard/near back, then offside linemen.
 - c. fan block d. G block e. offside linemen pull

Penetrate. Eliminate C gap. Play cutback.

<p align="center"><u>BOB BLOCK</u></p> <ol style="list-style-type: none"> 1. Attack back hard. Penetrate. C.P.- angle of back 2. Cutdown any seam between you and def. end 3. Be force (CP: Cover 3) 4. Disengage back-drop step definite inside run. 	<p align="center"><u>SLOT</u></p> 
<p align="center"><u>FAN BLOCK</u> (G-Block, Offside Pull)</p> <ol style="list-style-type: none"> 1. Attack tackle & squeeze C gap-don't run around. 2. Alert for outside cut by back. 3. Disengage tackle-drop step definite inside run. C.P. - G Block, Offside Pull - Eliminate C gap. Bounce ball wide. 	<p align="center"><u>TWIN</u></p> 
<p align="center"><u>BASE BLOCK</u></p> <ol style="list-style-type: none"> 1. Get hands on TE - push backwards w/ good extension 2. Stay on TE until you see the ball commit-Cutback 3. Disengage TE - drop step inside plays pursue inside/out on outside plays 	<p align="center"><u>TE FLEX</u></p> 
<p align="center"><u>BOB BLOCK</u></p> <ol style="list-style-type: none"> 1. Recognize TE flare and penetrate. 2. Attack back hard. Penetrate. C.P.- angle of back 3. Cutdown any seam between you and def. end 4. Be force (CP: Cover 3) 5. Disengage back. Drop step definite inside run. 	<p align="center"><u>TE FLARE</u></p> 
<p align="center"><u>BASE BLOCK</u></p> <ol style="list-style-type: none"> 1. Get hands on TE-push backwards w/ good extension 2. Stay on TE until you see the ball commit-Cutback 3. Disengage TE - dropstep inside plays pursue inside/out on outside plays 	<p align="center"><u>FLOOD</u></p> 
<p align="center"><u>TEAM BLOCK</u></p> <p>Vs. TE down block -</p> <ol style="list-style-type: none"> 1. Get hands on wing & push backwards with good extension <p>Vs. Double -</p> <ol style="list-style-type: none"> 1. Work into wing with outside shoulder-split blockers 2. You cannot get driven back. If getting washed, hit the ground and work upfield thru seam. 	<p align="center"><u>FLOOD</u></p> 

OUTSIDE LINEBACKERS - 9 TECHNIQUE

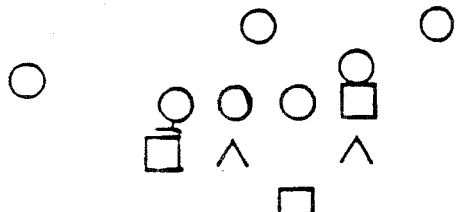
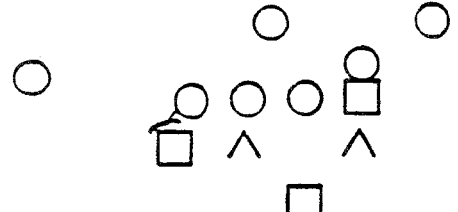
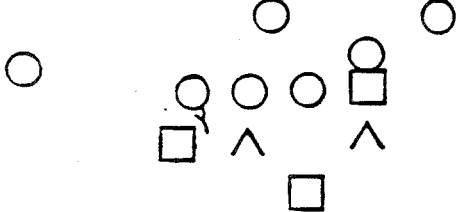
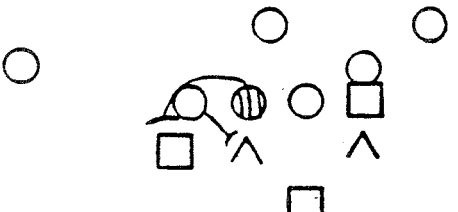
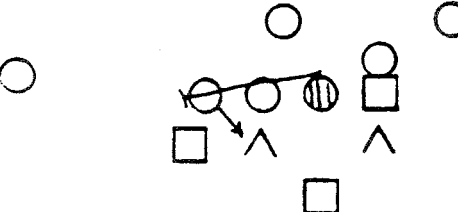
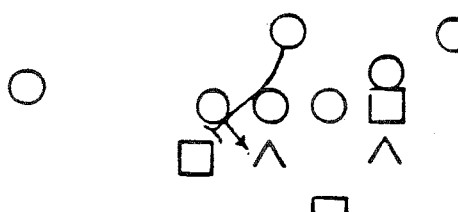
STRONGSIDE/WEAKSIDE - Vs. Normal Tight End - FORCE RESPONSIBILITY

1. Key Tight End first - React to his block - be force man
 - a. base block b. hook block c. cutoff block
2. Tight End down block - Close down with tight end

React to tackle first, then guard/near back

 - d. U block 3. G block f. Bob block

Squeeze C gap - be force man and pressure ball from outside/in

	<p align="center"><u>BASE BLOCK</u></p> <ol style="list-style-type: none"> 1. Get hands on TE - push backwards w/ good extension 2. Work upfield and maintain outside leverage 3. Squeeze TE inside 4. Be force man-turn play inside-pressure ball outside/in 5. Disengage TE - drop step definite inside play
	<p align="center"><u>HOOK BLOCK</u></p> <ol style="list-style-type: none"> 1. Get hands on TE - push backwards w/ good extension 2. Work upfield and maintain outside leverage 3. Pressure the outside shoulder - <u>don't get hooked</u> 4. Be force man - turn play inside - pressure ball outside/in
	<p align="center"><u>CUTOFF BLOCK</u></p> <ol style="list-style-type: none"> 1. Get hands on TE - push backwards w/ good extension 2. Squeeze TE inside, but maintain outside leverage 3. Be force man on outside bend back/reverse 4. Disengage TE - drop step definite inside play
	<p align="center"><u>U-BLOCK</u></p> <ol style="list-style-type: none"> 1. Close down with tight end 2. Get hands on tackle-push backwards w/ good extension 3. Pressure the outside shoulder - don't get hooked 4. Be force man - turn play inside - pressure ball outside/in 5. Disengage TE - drop step definite inside play
	<p align="center"><u>G-BLOCK</u></p> <ol style="list-style-type: none"> 1. Close down with tight end 2. Read guard and get on his level 3. Squeeze C gap-meet guard w/ inside shoulder - stay square 4. Be force man - maintain outside leverage 5. Disengage TE - drop step definite inside play
	<p align="center"><u>BOB-BLOCK</u></p> <ol style="list-style-type: none"> 1. Close down with TE 2. Read back and get on his level 3. Squeeze C gap-meet back w/ inside shoulder-stay square 4. Be force man-maintain outside leverage-<u>don't get hooked</u> 5. Disengage TE - drop step definite inside play

OUTSIDE LINEBACKERS - 9 TECHNIQUE

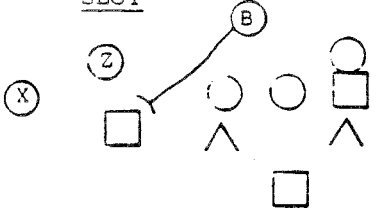
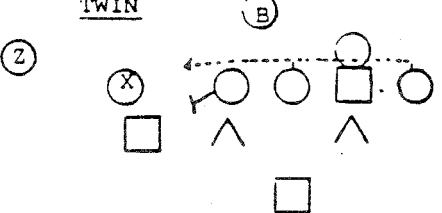
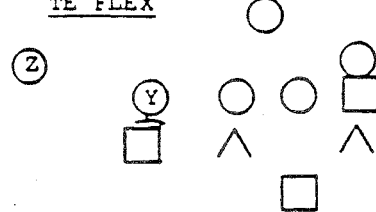
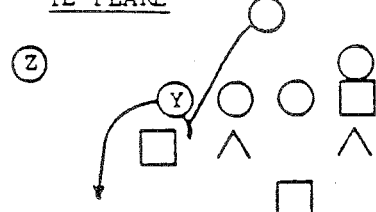
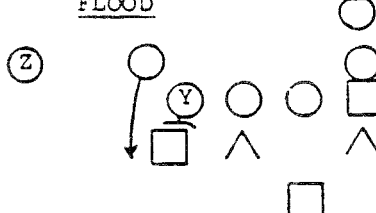
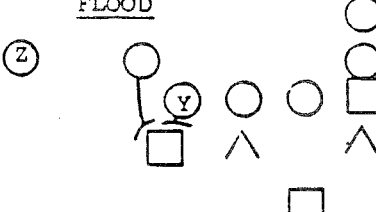
C.P. - 6 technique automatically converts to 9 technique unless OLB is Green.

STRONGSIDE/WEAKSIDE - Vs. #2 wide - FORCE RESPONSIBILITY

(TE flex, TE flare, Slot, Twin, Flood, H half, H Out) (2 yards width)

1. Key #2 if he is within 2 yards of offensive tackle. React to his block.
 - a. base block b. flare block
2. Vs. #2 wide - Key tackle/near back for run. See uncovered guard pass set. React to tackle's block first, then guard/near back, then offside linemen.
 - c. fan block d. G block e. offside linemen pull




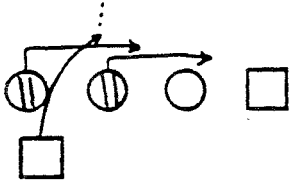
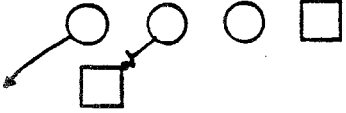
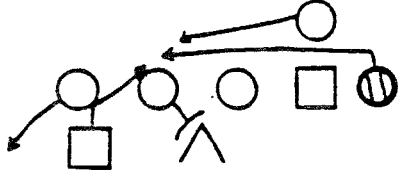
Squeeze C gap. Be force man and pressure ball from outside/in.

<p align="center"><u>BOB BLOCK</u></p> <ol style="list-style-type: none"> 1. Read back and get on his level. 2. Squeeze C gap. Meet back with inside shoulder - stay square. 3. Be force man - maintain outside leverage - <u>don't get hooked</u> 4. Disengage back-drop step definite inside play 	<p align="center"><u>SLOT</u></p> 
<p align="center"><u>FAN BLOCK (G Block, Offside Pull)</u></p> <ol style="list-style-type: none"> 1. Read tackle, guard, offside. Get on blocker's level. 2. Squeeze C gap. Meet blocker with inside shoulder - stay square. 3. Be force man - maintain outside leverage - <u>don't get hooked</u> 4. Disengage blocker-drop step definite inside play 	<p align="center"><u>TWIN</u></p> 
<p align="center"><u>BASE BLOCK</u></p> <ol style="list-style-type: none"> 1. Get hands on TE-push backwards w/ good extension 2. Work upfield and maintain outside leverage 3. Squeeze TE inside 4. Be force man-turn play inside-pressure ball outside/in 5. Disengage TE - drop step definite inside play 	<p align="center"><u>TE FLEX</u></p> 
<p align="center"><u>BOB BLOCK</u></p> <ol style="list-style-type: none"> 1. Recognize TE flare and key inside for run. 2. Read back and get on his level. 3. Squeeze C gap - meet back with inside shoulder - stay square 4. Be force man - maintain outside leverage - <u>don't get hooked</u> 5. Disengage back - drop step definite inside play 	<p align="center"><u>TE FLARE</u></p> 
<p align="center"><u>BASE BLOCK</u></p> <ol style="list-style-type: none"> 1. Get hands on TE-push backwards w/ good extension 2. Work upfield and maintain outside leverage 3. Squeeze TE inside 4. Be force man - turn play inside - pressure ball outside/in 5. Disengage TE - drop step definite inside play 	<p align="center"><u>FLOOD</u></p> 
<p align="center"><u>TEAM BLOCK</u></p> <ol style="list-style-type: none"> 1. Get hands on TE-push backwards w/ good extension 2. Work into wing with outside shoulder-split blockers 3. You cannot get driven back. If getting washed, hit the ground and work upfield thru seam. 	<p align="center"><u>FLOOD</u></p> 

STRONGSIDE/WEAKSIDE - Vs. normal tight end - CUTBACK RESPONSIBILITY

Alignment - Inside eye of tight end

Key - Tight end first. React to his block on you. If tight end releases, read tackle's aggressive block (fan or down block) for run.
vs. Pass - you are the outside rusher

	<p style="text-align: center;"><u>BASE BLOCK</u></p> <ol style="list-style-type: none"> 1. Get hands on TE - push backwards with good extension 2. Work upfield and maintain inside leverage - Control C Gap 3. If ball definitely breaks outside - drop step, disengage TE, and pursue inside/out
	<p style="text-align: center;"><u>HOOK BLOCK</u></p> <ol style="list-style-type: none"> 1. Get hands on TE - push backwards with good extension 2. Stay on TE until you see ball commit - Control C Gap - <u>CUTBACK</u> 3. Once ball definitely breaks outside, drop step, disengage TE, and pursue inside/out <p>CP - vs. Jump hook - come under TE, penetrate, cutoff blockers, play cutback</p>
	<p style="text-align: center;"><u>CUTOFF BLOCK</u></p> <ol style="list-style-type: none"> 1. Get hands on TE - push backwards with good extension 2. Pressure the inside shoulder - maintain inside leverage 3. Control the C Gap on bend back - <u>CUTBACK</u>
	<p style="text-align: center;"><u>TE PULL INSIDE</u></p> <ol style="list-style-type: none"> 1. Come behind TE and check boot (force responsibility) 2. No boot, pursue down LOS for cutback
	<p style="text-align: center;"><u>TE FLARE BLOCK</u></p> <ol style="list-style-type: none"> 1. Recognize flare and react to tackle's block 2. vs. fan - attack tackle with inside pad and squeeze B Gap 3. vs. down block - attack trap block and eliminate inside seam (use outside pad if necessary)
	<p>CP - vs. open side - Read through tackle - React to tackle's block (fan or down block)</p>

INSIDE LINEBACKER READ DESCRIPTION

FAST READ

Fast read is a read that indicates immediate direction of a lateral nature. The main plays of a fast read type are tosses and flow series plays. Keep a good angle toward the line of scrimmage. Do not run laterally or parallel on the first 2 steps.

DIRECT READ

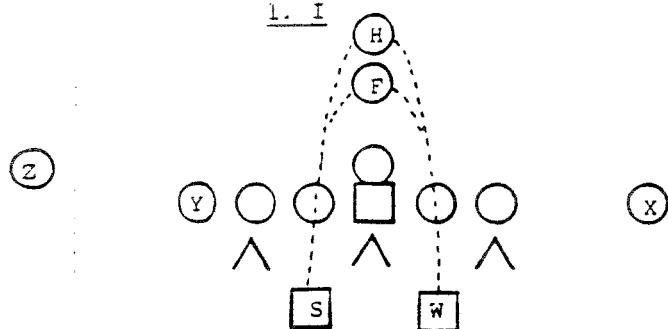
Direct read is a read that gives you immediate action directly at you. Your keys and ball are coming at your hole of responsibility. Attack line of scrimmage and take on first blocking threat. Be prepared to drop step or redirect your body by squeezing or disengaging blocker to help on daylight cut by ball carrier. The majority of plays that give you this type of read are slants, whams, fan ices, and rides with base blocking. I formation plays that are not tosses are direct. Run up in the hole. Do not hop, or take just 1 step.

SLOW READ

A slow read occurs with most slower timing plays or underneath ball handling by QB. Insure your side of ball by attacking the line of scrimmage and prepare to squeeze or drop step first blocking threat. Run up in the hole. Do not hop, or take just 1 step up.

INSIDE LINEBACKER KEYS

1. I

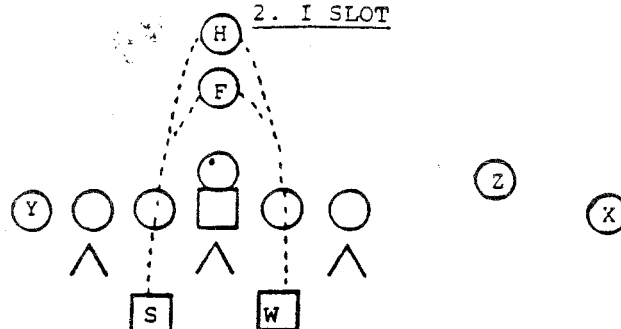
SAM

Primary - Thru guard
Secondary - Backs

WILL

Primary - Thru guard
Secondary - Backs

2. I SLOT

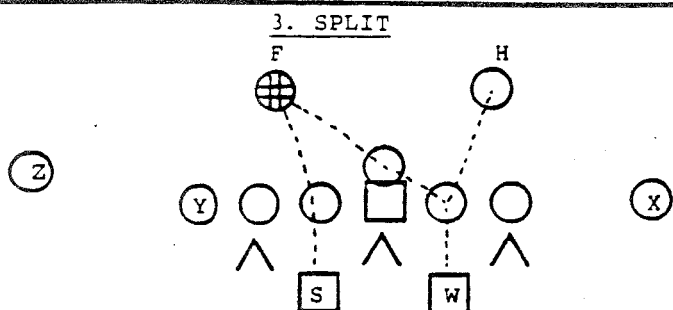
SAM

Primary - Thru guard
Secondary - Backs

WILL

Primary - Thru guard
Secondary - Backs

3. SPLIT

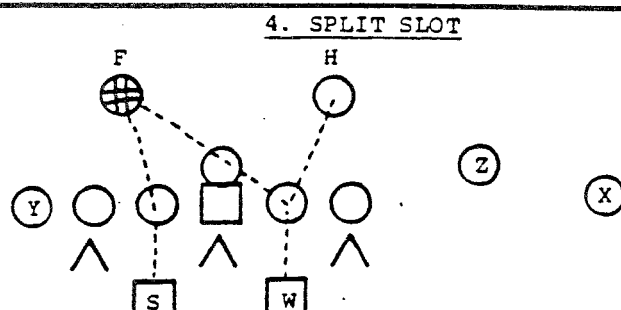
SAM

Primary - Thru guard
to Near Back (F)
Secondary - Far Back

WILL

Primary - Thru guard
to Far Back (F)
Secondary - Near Back
C.P. - Favor Near Back
on M/M coverage

4. SPLIT SLOT

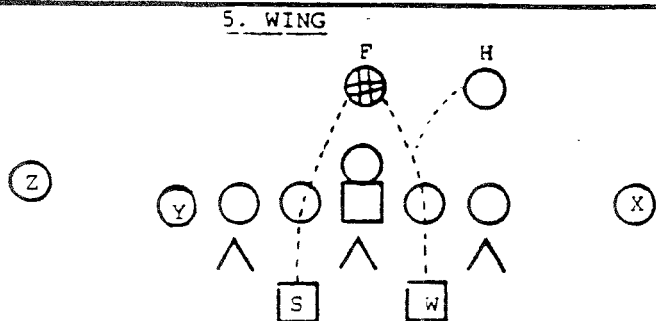
SAM

Primary - Thru guard
to Near Back (F)
Secondary - Far Back

WILL

Primary - Thru guard
to Far Back (F)
Secondary - Near Back
C.P. - Favor Near Back
on M/M coverage

5. WING

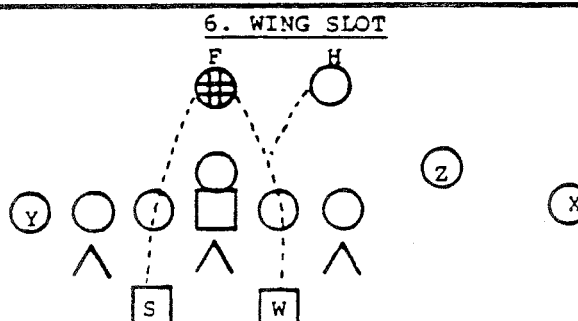
SAM

Primary - Thru guard
to Near Back (F)
Secondary - Far Back (H)

WILL

Primary - Thru guard
to Fullback
Secondary - Near Back
(H)

6. WING SLOT

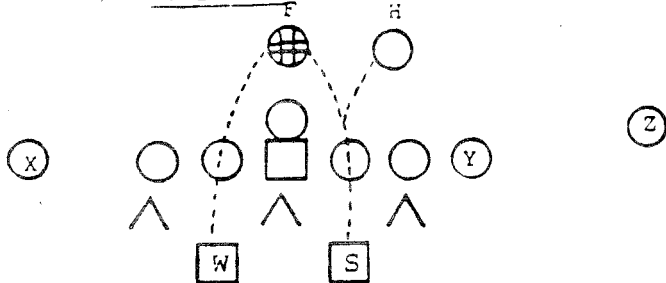
SAM

Primary - Thru guard
to Near Back (F)
Secondary - Far Back (H)

WILL

Primary - Thru guard
to Fullback
Secondary - Near Back
(H)

7. STRONG



WILL

Primary - Thru guard to Near Back

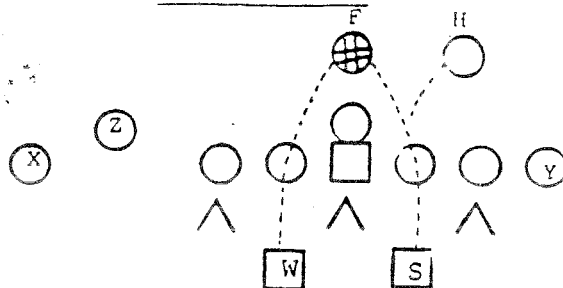
Secondary - Far Back (H)

SAM

Primary - Thru guard to fullback

Secondary - Near Back (H)

8. STRONG SLOT



WILL

Primary - Thru guard to Near Back

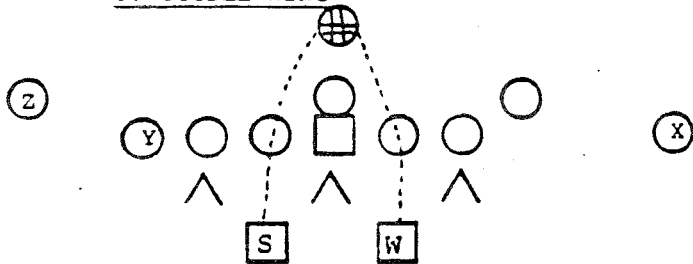
Secondary - Far Back (H)

SAM

Primary - Thru guard to fullback

Secondary - Near Back (H)

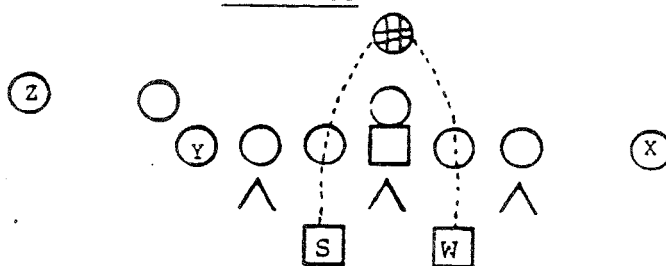
9. DOUBLE WING



SAM & WILL

Thru guard to remaining back

10. FLOOD

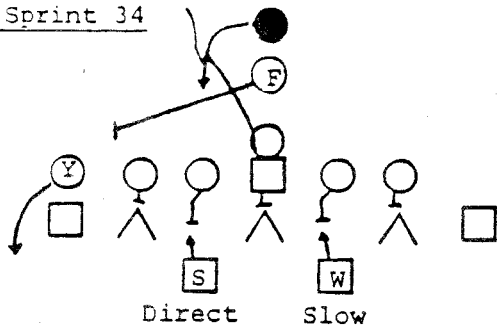


SAM & WILL

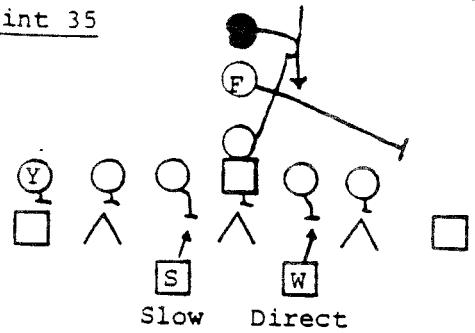
Thru guard to remaining back

INSIDE LINEBACKER READS - I FORMATION

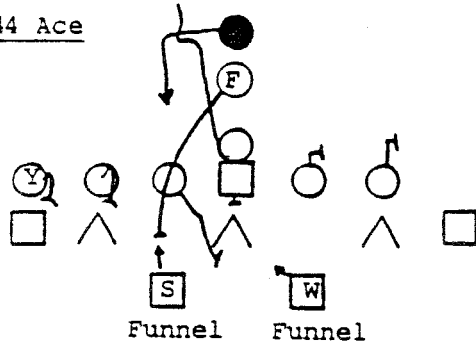
1. Sprint 34



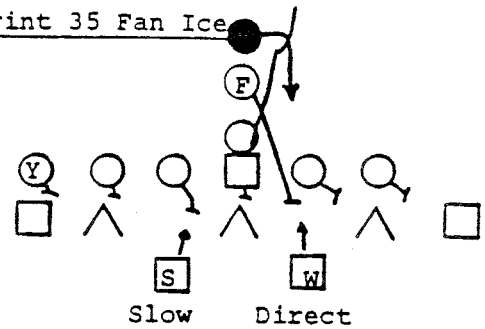
2. Sprint 35



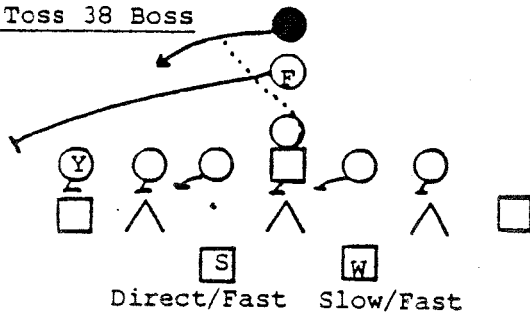
3. H-44 Ace



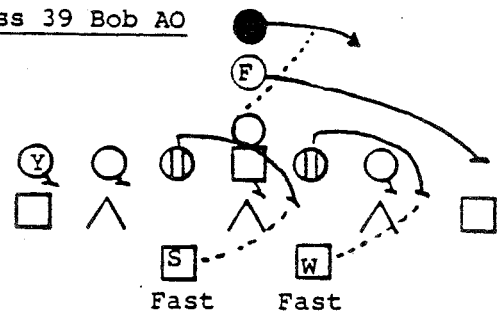
4. Sprint 35 Fan Ice



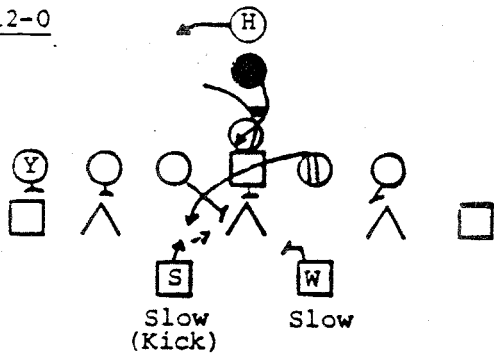
5. Toss 38 Boss



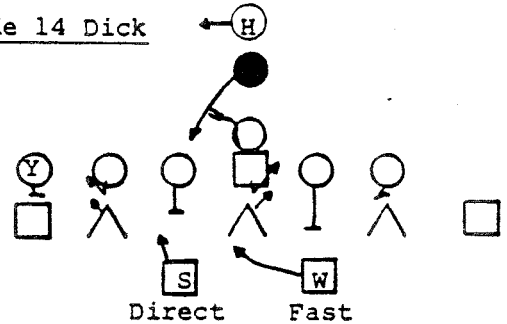
6. Toss 39 Bob AO



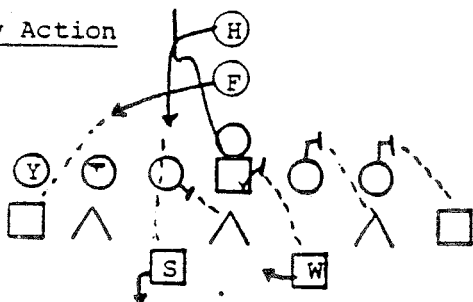
7. P-12-0



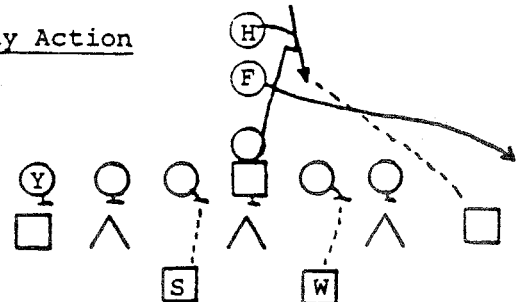
8. Ride 14 Dick



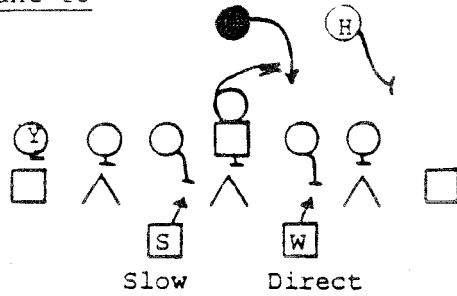
9. Play Action



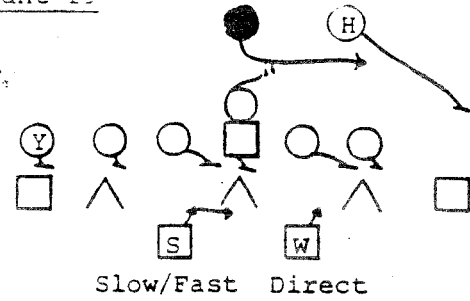
10. Play Action



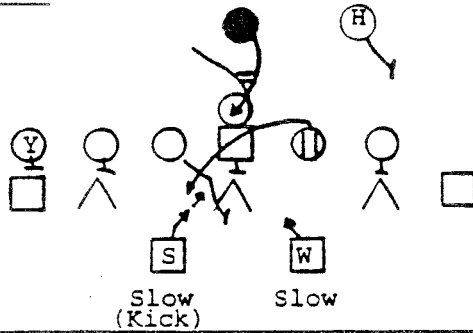
1. Slant 15



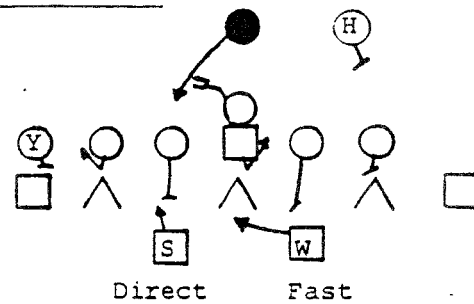
2. Slant 19



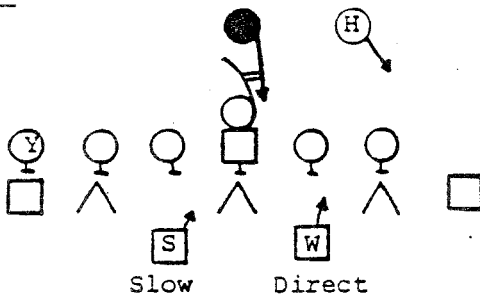
3. P-12-0



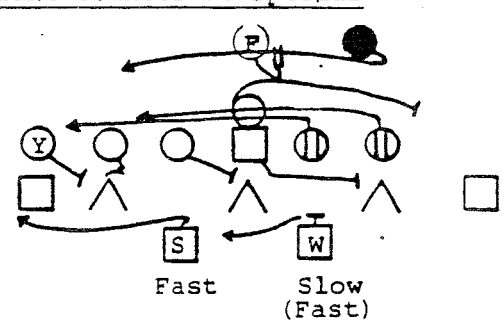
4. Ride 14 Dick



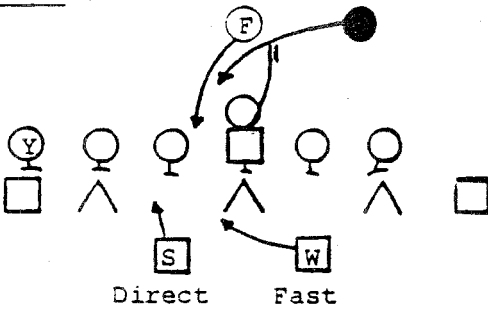
5. P-12



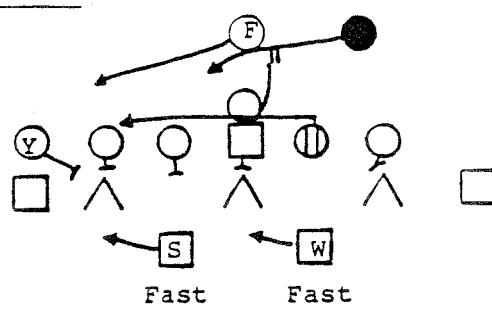
6. Slant Counter 36 Special



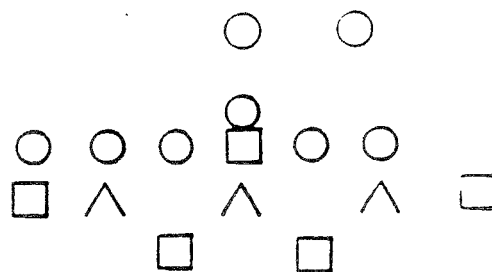
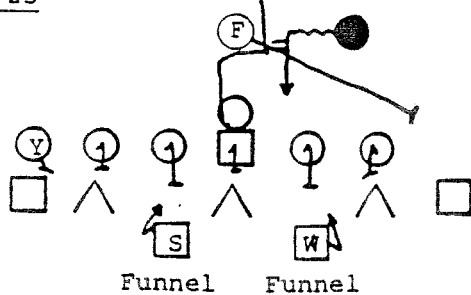
7. Flow 34



8. Flow 36

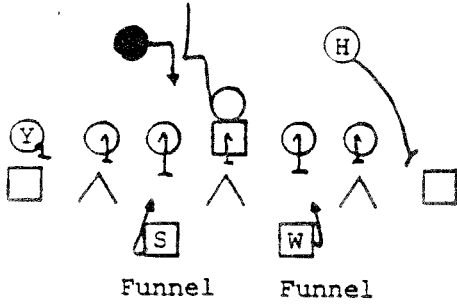


9. Lag 25

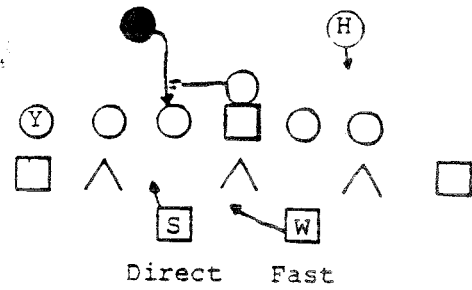


INSIDE LINEBACKER READS - SPLIT FORMATION

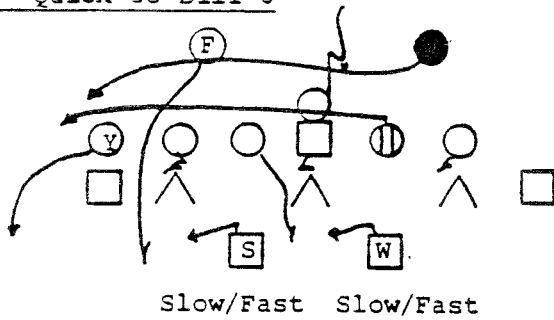
1. 45



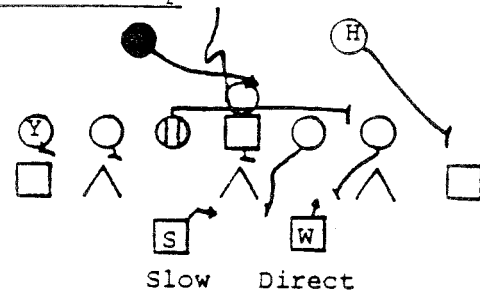
2. Dive 24



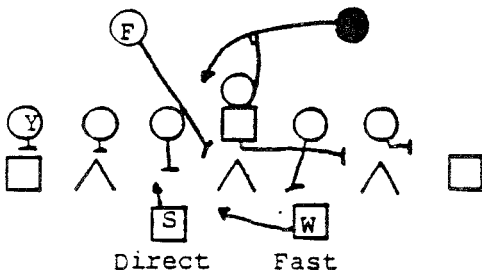
3. Quick 38 Bill 0



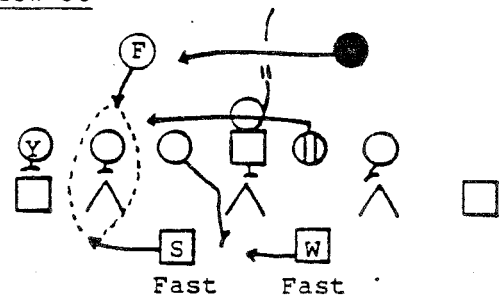
4. Quick 35 Trap



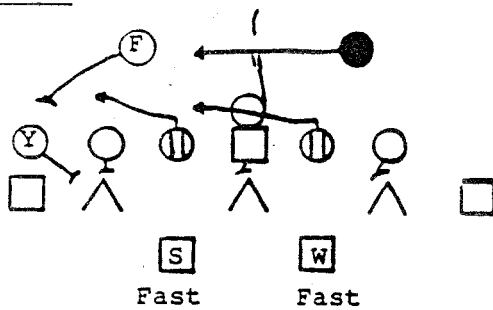
5. Flow 34 Wham



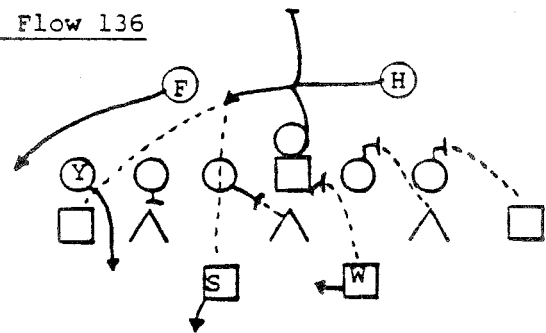
6. Flow 36



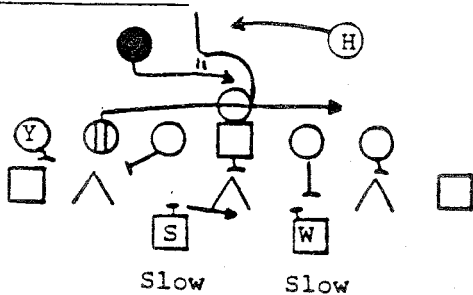
7. Flow 38



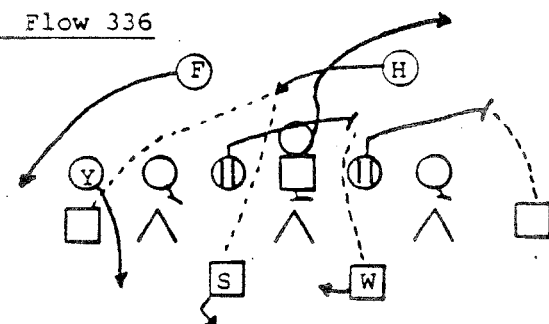
8. Flow 136



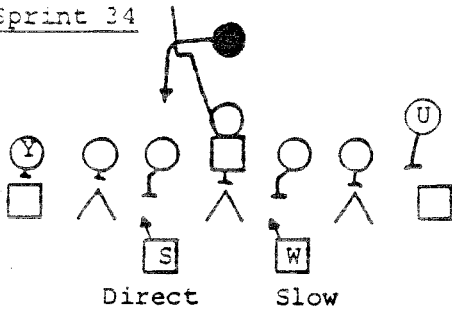
9. Flow Counter 35



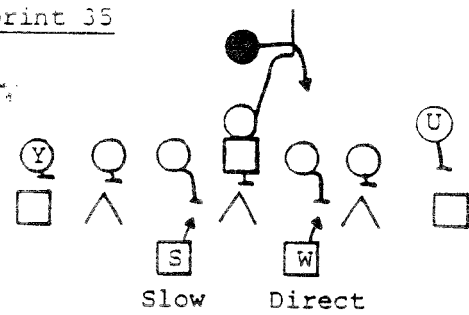
10. Flow 336



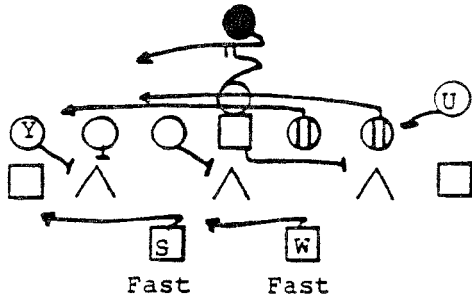
1. Sprint 34



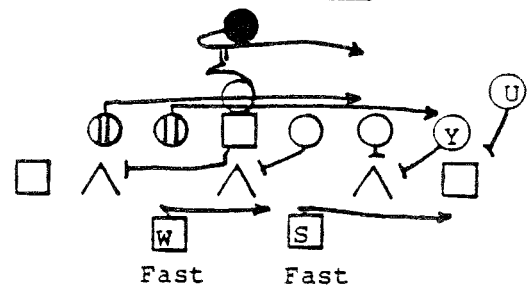
2. Sprint 35



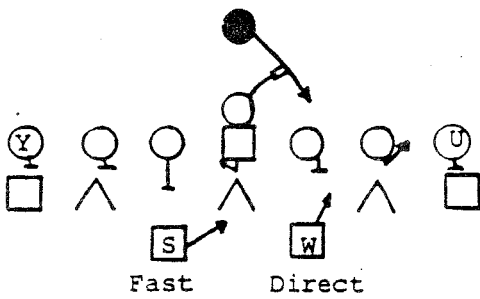
3. Slant Counter 36 Special



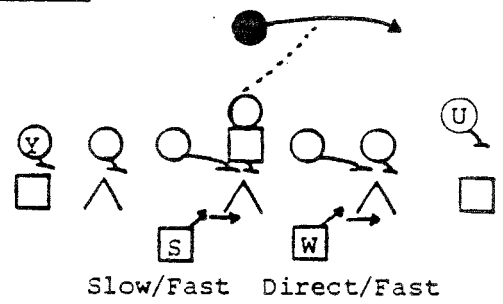
4. Sprint Counter 39 Special



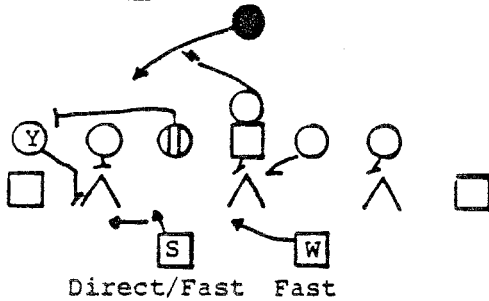
5. Ride 15 Dick



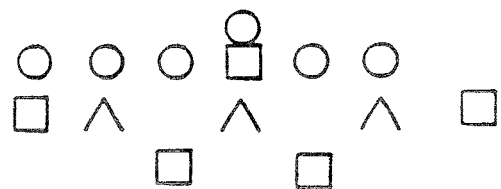
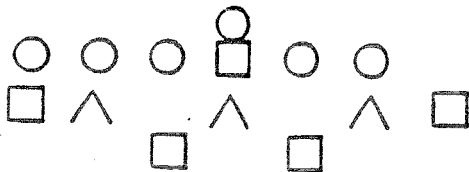
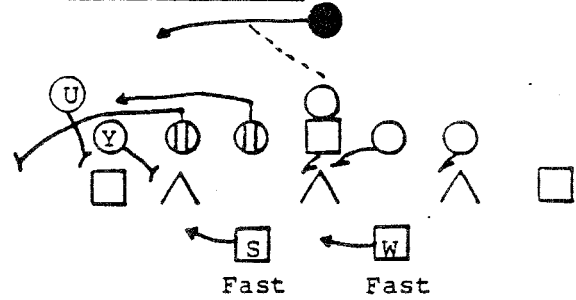
6. Toss 39



7. Slant 36 G



8. Toss 38 Crack UA



OUTSIDE LINEBACKER DROPS

Curl/Flat Drop

Aiming Point

Ball on Near Hash - drive for 2 yds. outside numbers, 12 yds. deep

Ball in Middle of Field - drive for numbers, 12 yds. deep

Ball on Far Hash - drive for inside edge of numbers, 12 yds. deep

Drop

Open hips and drive to your aiming point. Crossover and gain depth (from LOS) as quickly as possible. Look in backfield for #2 receiver. Periph QB for 3 step drop and draw (if TE pass blocks, think draw). Vs. 3 step drop, get under control and react to slant if QB is looking your side. Vs. draw, plant on outside foot and retrace steps to LOS. Maintain outside/in leverage on ball. If there isn't a 3 step drop or draw, drop to 12 yds and read #2's pattern. Do not react to anything in front of you until you see the ball thrown in front. On normal drop, read #2 receiver and react off his pattern. Once you determine #2's route, find QB and you must see the throw. (CP: If possible, periph QB while reading #2). If #2 does not go inside and QB is looking your side, keep hips open toward sideline and break underneath out.

Slot/Curl Drop

Aiming Point

Based on #2's release, to inside edge of numbers

Drop Vs. TE Inside Release

Get hands on TE and let him go. Try to flatten him inside, but do not ride him down more than 1 step. Open and drive to inside edge of numbers. Crossover and gain depth (from LOS) as quickly as possible. Find QB and see the throw. If QB is looking to your side, square up at 12 yds. and roll inside (parallel). You are responsible for #1 on an inside cut. Do not react to anything in front of you until you see the ball thrown.

Drop Vs. TE Outside Release

Get hands on TE and ride him through 12 yd. area if he continues upfield. Stay on his shoulder. Try to periph #1 for delay pattern. Vs. delay, give up TE and react up to delay immediately. No delay pattern, give up TE at 12 yds. and work to inside edge of numbers as you look back, find QB, and you must see the throw. Do not react to anything in front of you (except the delay) until you see the ball thrown in front.

WEAKSIDE PATTERN READS - COVER #3

	<p><u>#2 Block</u></p> <p><u>Weak Backer</u>- Find #1 and play his pattern. Be alert for screen.</p> <p><u>Will</u>- Feather strong to ball and look for crossers. Be alert for screen and #2 check.</p> <p><u>Weak Corner</u>- Play #1's pattern. Squeeze inside cuts.</p>
	<p><u>#2 Inside</u></p> <p><u>Weak Backer</u>- Roll inside (parallel). Cover #1 on inside routes.</p> <p><u>Will</u>- Carry #2 inside to ball (see QB) CP: Release shallow cross and play hook zone.</p> <p><u>Weak Corner</u>- Play #1's pattern. Squeeze inside cuts.</p>
	<p><u>#2 Outside</u></p> <p><u>Weak Backer</u>- Hold curl and release when #2 clears. CP: 2nd man thru.</p> <p><u>Will</u>- Expand to #1 and cover inside route by #1. CP: #1 outside/deep-look for strong crossers</p> <p><u>Weak Corner</u>- vs. #2 short- play #1's pattern vs. #2 upfield- alert #2 deep</p>
	<p><u>#2 Stop</u></p> <p><u>Weak Backer</u>- Hold curl. Drive to stop on throw. CP: Alert #1 out - break parallel.</p> <p><u>Will</u>- Cover hook. Drive to stop on throw. CP: Alert down & distance.</p> <p><u>Weak Corner</u>- Play #1's pattern. Squeeze inside cuts.</p>
	<p><u>#2 Close</u></p> <p><u>Weak Backer</u>- Hold curl to 15 yards. CP: Alert #1 out - break parallel.</p> <p><u>Will</u> - Cover close to 15 yards. Release at 15 and look for crossers/#1 delay.</p> <p><u>Weak Corner</u>- Cover deep 1/3 thru your midpoint. On throw, squeeze #2 seam-drive on #1 out.</p>

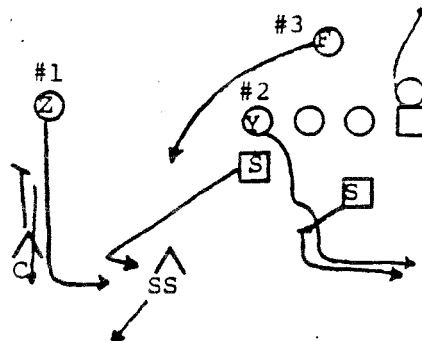
#2 Inside - #3 Outside

Strong Corner - Jam #1 inside & get depth for Q.
React to throw in front.

Strong Backer - Cover #1 on inside cuts. Roll parallel. React to throw in front.

Sam - Reroute #2's inside release. Carry #2 inside to ball (see QB).

CP: Release shallow cross & play hook zone.

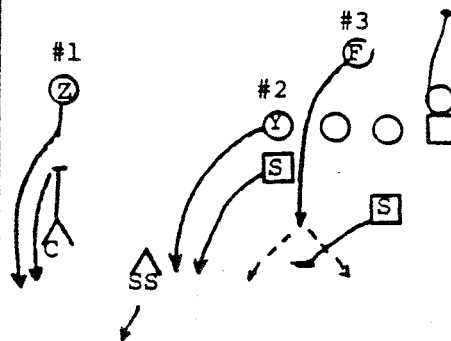


#2 Outside - #3 Inside

Strong Corner - Carry #1 thru fade area.

Strong Backer - Carry #2 thru slot area. Release at 15 yds. Cover curl & read QB.

Sam - Reroute #3 on close. Read QB & react to throw.

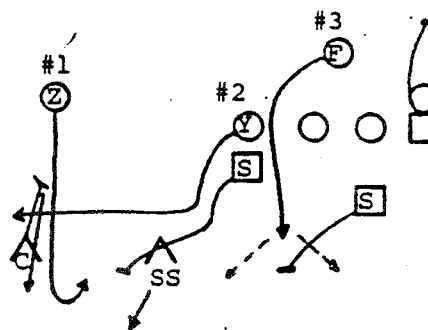


#2 Outside - #3 Inside

Strong Corner - Jam #1 inside & get depth for Q.
React to throw in front.

Strong Backer - Vs. #2 short, release #2 & cover curl. Roll with inside routes by #1 (parallel).

Sam - Reroute #3 on close. Read QB & react to throw.



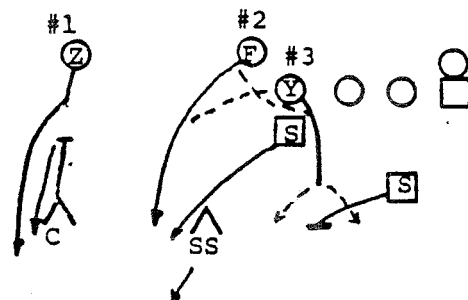
#2 & #3 Close to LOS

Strong Corner - Carry #1 thru fade area.

Strong Backer - Read #2/#3. Carry receiver thru slot area.

Sam - Read #2/#3. Reroute inside receiver on upfield pattern. Read QB & react to throw.

CP: Release shallow cross & play hook zone.

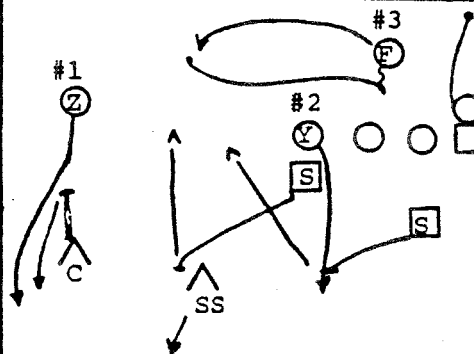


Screen/Dump

Strong Corner - Carry #1 thru fade area. Be force on dump.

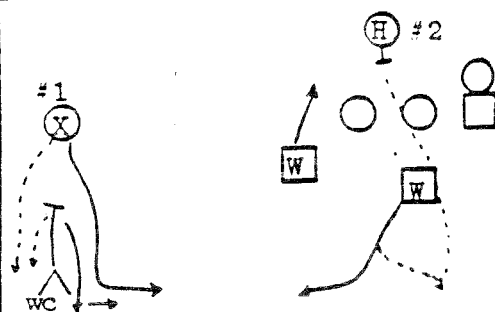
Strong Backer - Cover #1 on inside cuts. Be point man on screen.

Sam - Reroute #2's inside release. Be inside man on screen.



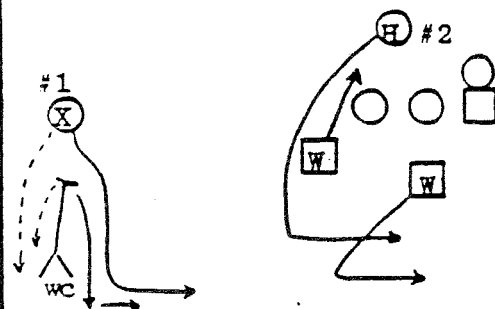
WEAKSIDE PATTERN READS - COVER #2

#2 Block



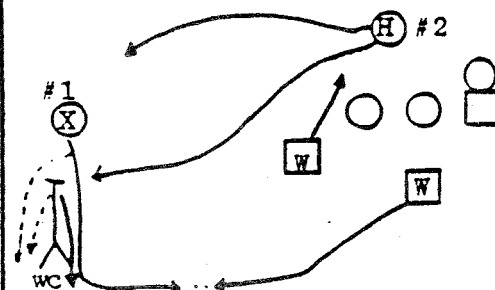
Weak Corner- Cover #1 fade—vs. #1 inside-cover Q, squeeze inside cuts. Alert for screen.
Will- Find #1 and cover #1's inside routes.
 vs. #1 outside, feather and look for crossers
 Be alert for screen and #2 check.
Weak Safety- Play #1's pattern.

#2 Inside



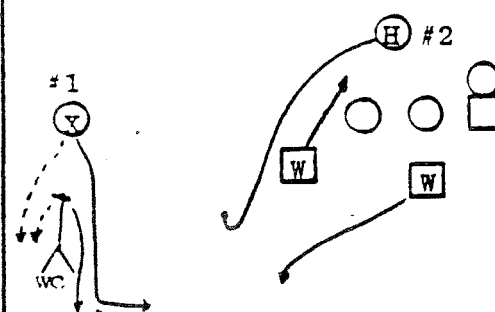
Weak Corner- Cover #1 fade.
 vs. #1 inside-cover Q, squeeze inside cuts.
Will- Carry #2 inside to ball (see QB)
CP: Release shallow cross and play hook zone.
Weak Safety- Play #1's pattern.

#2 Outside



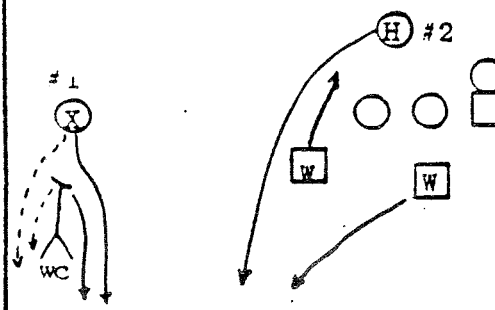
Weak Corner- Cover #1 fade.
 vs. #1 inside-cover Q, squeeze inside cuts.
 Release #1 when #2 clears CP: 2nd man thru
Will- Expand to #1 and cover inside route by #1.
CP: #1 outside/deep-look for strongside crosser
Weak Safety- Play #1's pattern.

#2 Stop



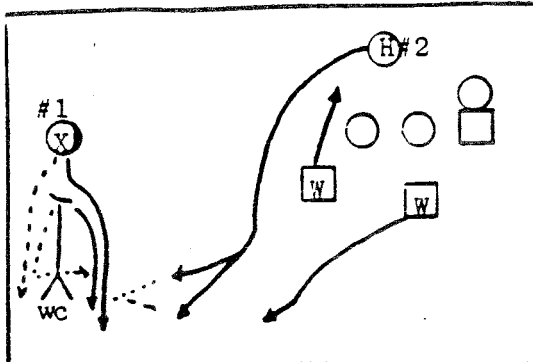
Weak Corner- Cover #1 fade.
 vs. #1 inside-cover Q, squeeze inside cuts.
 Hold curl. Drive to stop on throw.
Will- Cover hook. Drive to stop on throw.
CP: Alert down & distance.
Weak Safety- Play #1's pattern.

#2 Close



Weak Corner- Cover #1 fade. vs. #1 inside, alert Q
 Squeeze #2 to 15 yds. Alert fan/flag.
Will- Cover close to 15 yards.
 Release at 15 and look for crossers/#1 delay.
Weak Safety- Cover deep 1/2 thru your midpoint.
 Read QB (cover #2 on seam).

WEAKSIDE PATTERN READS - COVER #2



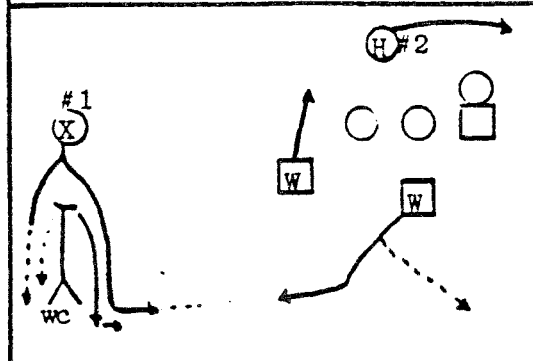
#2 Fan/Flag

Weak Corner- Cover #1 fade.

Squeeze #2 and cover outside breaks (2nd man thru)

Will- Beriph #1's release on corner. Cover close to 15 yds. Release at 15 and look for crossers from inside/#1 delay.

Weak Safety- Cover deep 1/2 thru your midpoint.
Take a hard read on QB.



68 Action

Weak Corner- Cover #1 fade

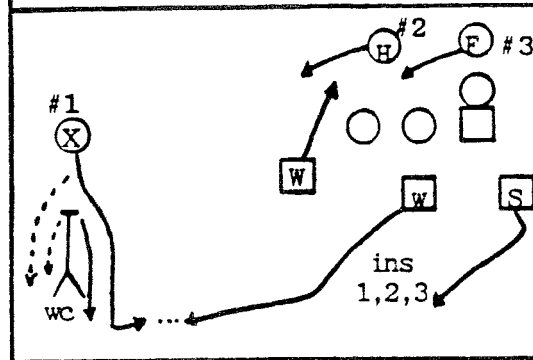
vs. #1 ins-cover Q, squeeze inside cuts.

Will- Open to weak hook & periph #1's release on corner. Play #1's inside routes.

Vs. #1 outside, feather & look for crossers.

Weak Safety- Play #1's pattern.

Take a hard read on QB, but play
#1's pattern.



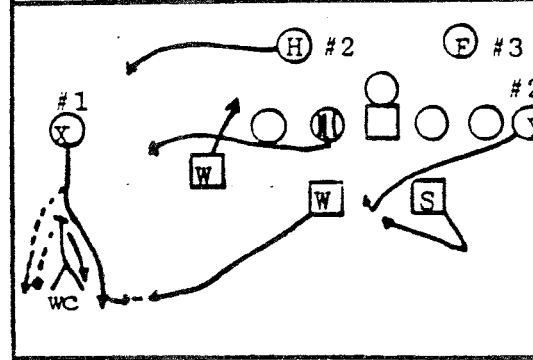
78 Action

Weak Corner- Cover #1 fade. vs. #1 inside, cover Q
Release #1 on throw and cover #2/#3 in flat.

Will- Cover #2 on close to 15 yards (if it shows)
Expand to #1 and cover inside route by #1

Sam- If TE blocks, cover inside receiver weak of #1/#2/#3.

Weak Safety- Normal weakside reads off #1 & #2.



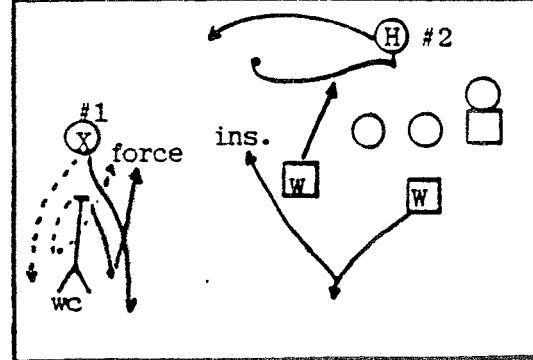
Read Screen

Weak Corner- Cover #1 fade. vs. #1 inside, cover Q.
Release to flat on throw and be force on screen.

Will- Expand to #1 and cover inside route by #1.
Be inside defender vs. screen.

Sam- Squeeze strongside #2 inside.
If #3 blocks, jump #2.

Weak Safety- Take a hard read on QB, but play #1's pattern.



Slow Screen (Check)

Weak Corner- Be force man (outside).

Will- Pursue inside/out.

Weak Safety- Secondary support.

Stay outside unless using sideline.

#2 Inside - #3 Outside

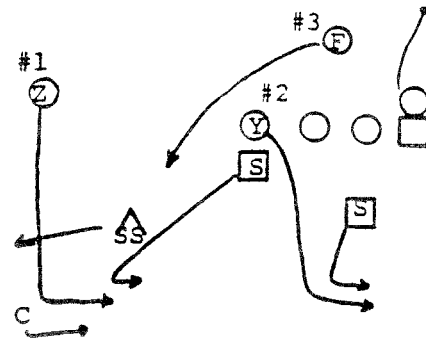
Strong Corner - Play #1's pattern. Squeeze inside cuts.

Strong Safety - Play flat zone. Cover outside routes by #1. React to throw in front.

Strong Backer - Cover #1 on inside cuts. Roll parallel. React to throw in front.

Sam - Carry #2 inside to ball (see QB).

CP - Release shallow cross & play hook zone.



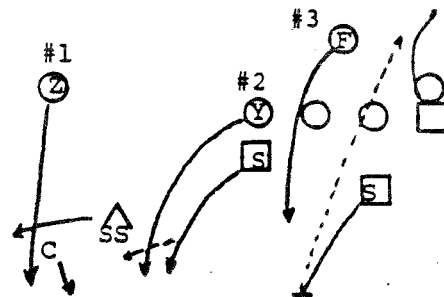
#2 Outside - #3 Inside

Strong Corner - Cover deep 1/3 thru your midpoint. On throw, squeeze #2 seam.

Strong Safety - Play flat zone. Cover outside routes by #1.

Strong Backer - Carry #2 thru slot area. Release at 15 yds. Cover curl & read QB.

Sam - Eliminate #2 & read QB. Periph #3.



#2 & #3 Outside

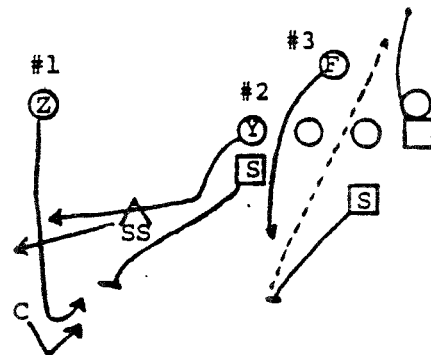
Strong Corner - Vs. #2 short, play #1's pattern.

Strong Safety - Play flat zone. Cover outside routes by #1. React to throw in front.

Strong Backer - Vs. #2 short, release #2 & cover curl. Roll with inside route by #1 (parallel).

Sam - Eliminate #2 & read QB. Periph #3.

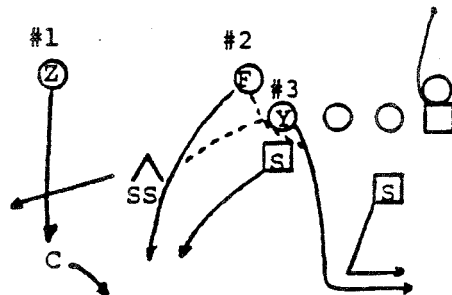
CP - If QB looks outside, expand.



#2 & #3 Close to LOS

Strongside defenders read #2 & #3.

Both receivers can threaten inside, outside, and deep.



78 Action

Vs. #2 release, normal reads by strongside defenders.

CP - Sam alert to react to weakside dump.

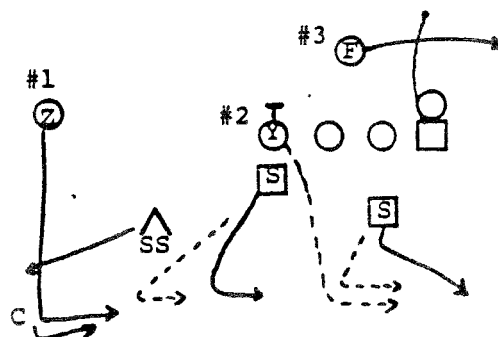
Vs. #2 block

Sam - Cover inside receiver weak of #1/#2/#3.

SS - Play flat zone. Cover outside routes by #1.

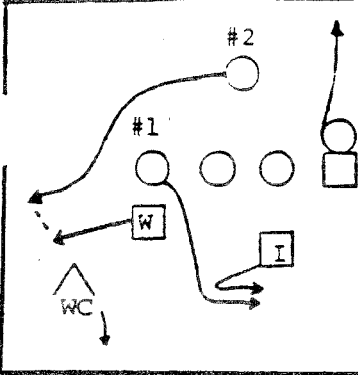
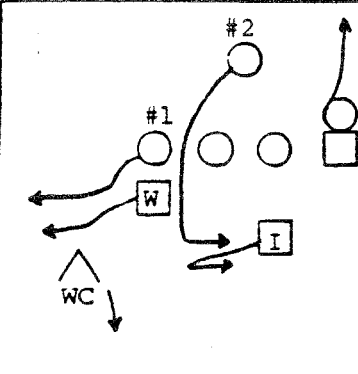
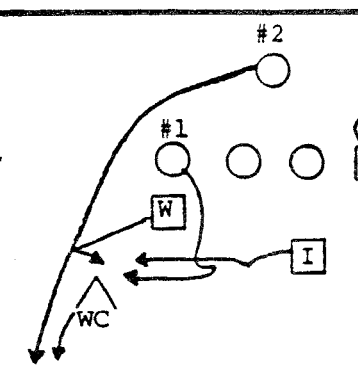
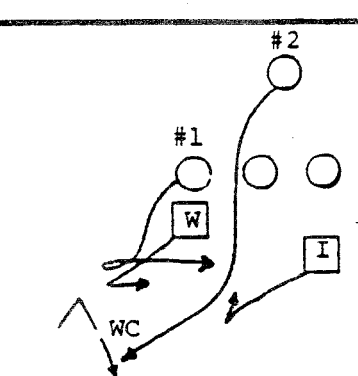
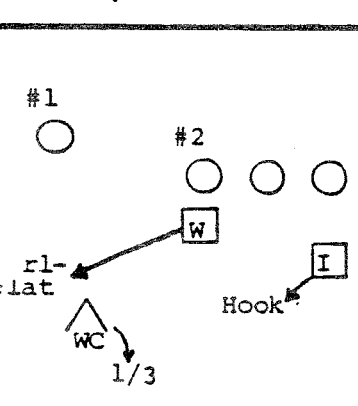
SB - Drop tighter than normal. Cover inside routes by #1.

SC - Play #1's pattern. Squeeze inside cuts.



STRONGSIDE PATTERN READS - STACK COVER #3

	<p align="center"><u>#2 Inside - #3 Outside</u></p> <p><u>Strong Corner</u> - Play #1's pattern. Squeeze inside cuts.</p> <p><u>Strong Safety</u> - Find #1. Roll with inside route by #1.</p> <p><u>Sam</u> - Carry #2 inside to ball (see QB).</p> <p><u>CP</u> - Release shallow cross and play hook zone.</p>
	<p align="center"><u>#2 Outside - #3 Inside</u></p> <p><u>Strong Corner</u> - Cover deep 1/3 thru your midpoint. On throw, squeeze #2 seam - drive on #1 out</p> <p><u>Strong Safety</u> - Hold curl & squeeze seam to 15yds.- Vs. Flag, Seam, find #1 - alert out/delay.</p> <p><u>Sam</u> - Eliminate #2 and read QB. Periph #3.</p>
	<p align="center"><u>#2 & #3 Outside</u></p> <p><u>Strong Corner</u> - Vs. #2 short, play #1's pattern.</p> <p><u>Strong Safety</u> - Hold Curl & release when #2 clears. CP - 2nd man thru.</p> <p><u>Sam</u> - Eliminate #2 & read QB. Periph #3. If QB looks outside, expand.</p> <p><u>Strong Backer</u> - Vs. #3 wide on snap, peel.</p>
	<p align="center"><u>#2 & #3 Inside</u></p> <p><u>Strong Corner</u> - Play #1's pattern. Squeeze inside cuts.</p> <p><u>Strong Safety</u> - Find #1. Roll with inside route by #1.</p> <p><u>Sam</u> - Carry #2 inside to ball (see QB). Play deepest receiver (#2) and react to throw in front.</p>
	<p align="center"><u>78 Action</u></p> <p>Vs. #2 release, normal reads by strongside defenders</p> <p><u>CP</u> - Sam alert to react to weakside dump.</p> <p><u>Vs. #2 block</u></p> <p><u>Sam</u> - Cover inside receiver weak of #1/#2/#3.</p> <p><u>SS</u> - Find #1 & cover inside route (alert screen).</p> <p><u>SC</u> - Play #1's pattern. Squeeze inside cuts.</p>

 <p>"AREA"</p>	<p><u>#1 Inside/#2 Outside</u></p> <p><u>Weak Corner</u> - Alert #1/#2 deep and crossers from strong (slot) side.</p> <p><u>Weak Backer</u> - Drop outside & read #1/#2 release. Cover #2 in flat as soon as he shows.</p> <p><u>Inside Backer</u> - Open to #1 & read #1/#2 release. Cover #1's pattern inside as soon as he shows. CP: Release shallow cross & play hook zone.</p>
 <p>"AREA"</p>	<p><u>#1 Outside/#2 Inside</u></p> <p><u>Weak Corner</u> - Alert #1/#2 deep and crossers from strong (slot) side.</p> <p><u>Weak Backer</u> - Drop outside & read #1/#2 release. Cover #1 in flat as soon as he shows.</p> <p><u>Inside Backer</u> - Open to #1 & read #1/#2 release. Cover #2's pattern inside as soon as he shows.</p>
 <p>"AREA"</p>	<p><u>#1 Read Out</u></p> <p><u>Weak Corner</u> - Cover #2 deep.</p> <p><u>Weak Backer</u> - Drop outside & read #1/#2 release. Cover #2 outside to a depth of 10 yds. Give up close pattern to corner & help inside on #2.</p> <p><u>Inside Backer</u> - Open to #1 & read #1/#2 release. Cover #1's pattern inside as soon as he shows. Play across read out.</p>
 <p>"AREA"</p>	<p><u>#2 Flag/#1 Delay</u></p> <p><u>Weak Corner</u> - Cover #2 deep.</p> <p><u>Weak Backer</u> - Drop outside & read #1/#2 release. Cover #1 in flat as soon as he shows & squeeze delay from outside/in.</p> <p><u>Inside Backer</u> - Open to #1 & read #1/#2 release. Cover #2's pattern inside to a depth of no more than 10 yds. Give up close (flag) as soon as you see delay.</p>
 <p>"AREA"</p>	<p><u>#1 Wide</u></p> <p>No "Area" Call</p> <p><u>Weak Corner</u> - Normal pattern read. TE = #2 receiver</p> <p><u>Weak Backer</u> - Normal pattern read. TE = #2 receiver</p> <p><u>Inside Backer</u> - Normal pattern read. TE = #2 receiver</p>

WEAKSIDE PATTERN READS - COVER #3

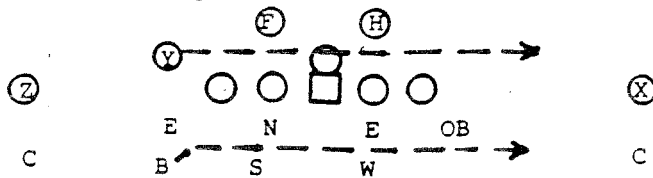
	<p><u>#2 Fan/Flag</u></p> <p><u>Weak Backer</u>- Hold curl to 15 yds. CP: 2nd man thru vs. #2 inside & deep, alert #1 out- break parallel</p> <p><u>Will</u>- Cover close to 15 yards. Release at 15 and look for crossers/#1 delay.</p> <p><u>Weak Corner</u>- Cover deep 1/3. (deepest of #1/#2)</p>
	<p><u>68 Action</u></p> <p><u>Weak Backer</u>- Find #1 and play his pattern.</p> <p><u>Will</u>- Open to weak hook. Feather strong to ball and look for crossers.</p> <p><u>Weak Corner</u>- Play #1's pattern. Squeeze inside cuts.</p>
	<p><u>78 Action</u></p> <p><u>Weak Backer</u>- Drop to curl and release to #2/#3 flat. CP: 2nd man thru.</p> <p><u>Will</u>- Cover #2 close to 15 yds. (if it shows) Expand to #1 and cover inside route by #1.</p> <p><u>Sam</u>- Cover inside receiver weak of #1/#2/#3.</p> <p><u>Weak Corner</u>- Normal reads off #2's pattern.</p>
	<p><u>Read Screen</u></p> <p><u>Weak Backer</u>- Drop to curl and release to #2 (beat screen)</p> <p><u>Will</u>- Expand to #1 and cover inside route by #1. Be inside defender vs. screen.</p> <p><u>Sam</u>- Squeeze strongside #2 inside. If #3 blocks, jump #2.</p> <p><u>Weak Corner</u>- Play #1's pattern. Squeeze inside cuts.</p>
	<p><u>Slow Screen (Check)</u></p> <p><u>Weak Backer</u>- Be force man (outside).</p> <p><u>Will</u>- Pursue inside/out.</p> <p><u>Weak Corner</u>- Secondary support. Stay outside unless using sideline.</p>

(EVEN) POINT ADJUSTMENTS & VARIATIONS

✓ EVEN Vs. Y Fly

COV. 2

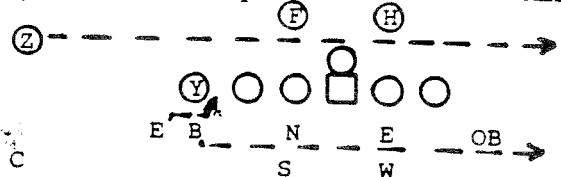
1.



Strong End - 6 Tech. Vs. Y-Off, Y-Motion, Y-Shift
Force by Coverage
Open Backer - No Move. If Y-Shift, Play 8 Tech.

✓ EVEN Vs. Z Fly

Vs. 2 DALLAS

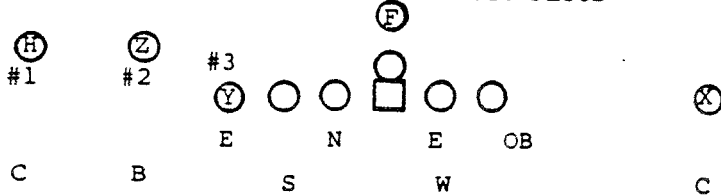


Strong End - 6 Tech.

✓ EVEN (Cover 2 only)

Vs. FLOOD

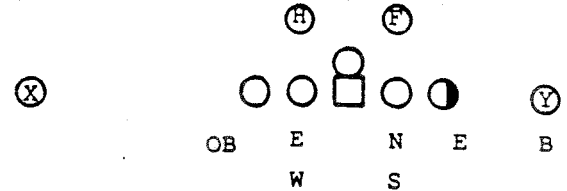
3.



Strong End - 6 Tech.
Nose/Wk. End - Alert Ringo/Lucky or Rip
Sam - Poss. Ringo/Lucky or Rip, Alert #3 Seam

✓ EVEN

Vs. Y FLEX

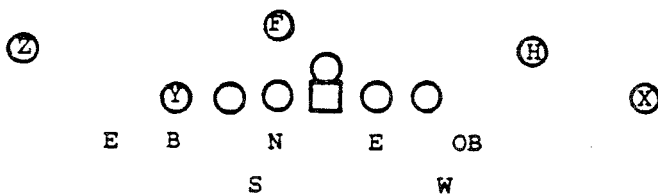


Strong End - 5 Tech.

POINT

Vs. DBL. WING

5.

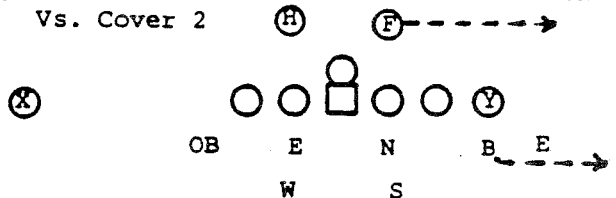


Nose/Wk. End - Alert Ringo/Lucky or Rip
Will - Poss. Ringo/Lucky or Rip, Alert #2 Seam

✓ EVEN

Vs. Cover 2

Vs. F MOTION

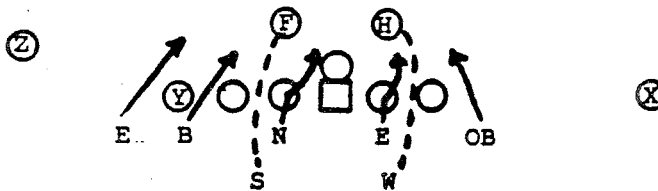


Strong End - Adjust Angle to Control 'C'

POINT

Vs. B COV. '0'

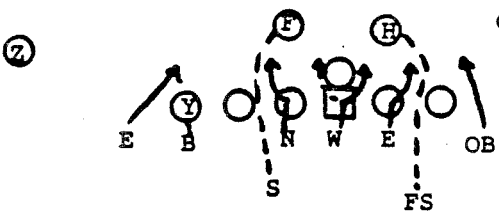
7.



Possible Tom Game

RUBY POINT

WILL
Cover #9

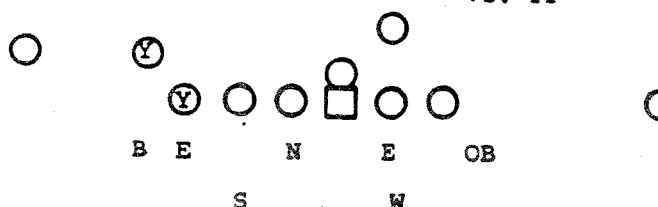


Will/Wk. End - Possible Rip

✓ EVEN Cover #2

Vs. YY

9.



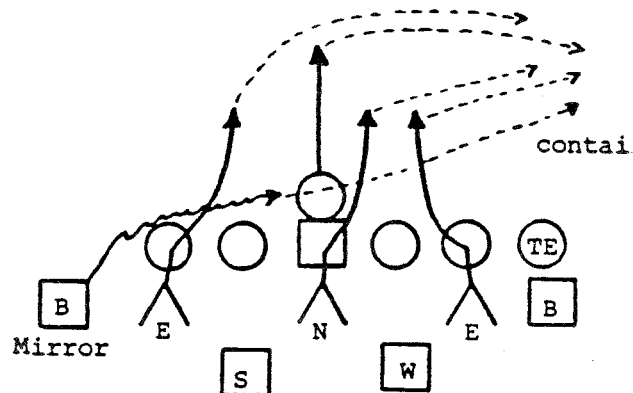
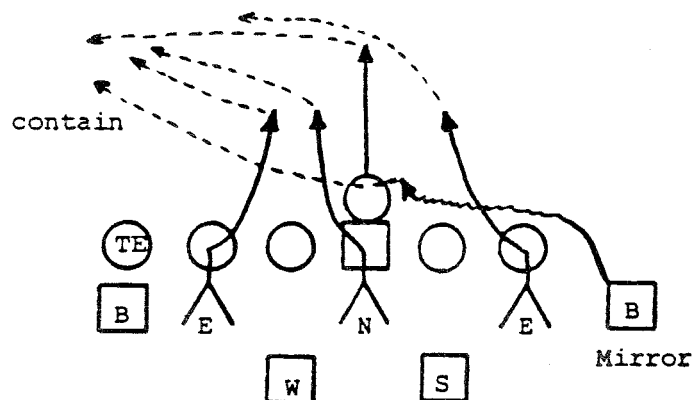
Strong End - 6 Tech.



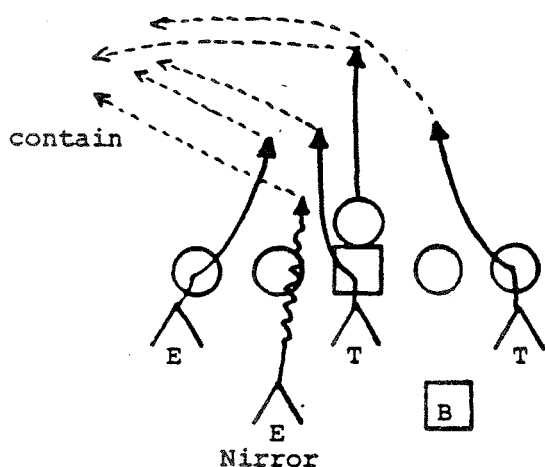
MIRROR

- Def. Ends - Free rusher, you do not have contain. Make good inside move. Get penetration and flush QB out of pocket. If QB is flushed out of pocket away from you, play same as outside rusher on scramble away. If QB is flushed out of pocket to you, play same as inside rusher on scramble.
- N.T. - Free rusher, rush either side. Get penetration and flush QB out of pocket. If QB is flushed out of pocket, play same as inside rush on scramble.
- Mirror - Mirror the QB keeping inside/out leverage. Try and place yourself in a position 1 to 2 yards underneath QB and inside/out on QB. Do not get entangled with blockers.

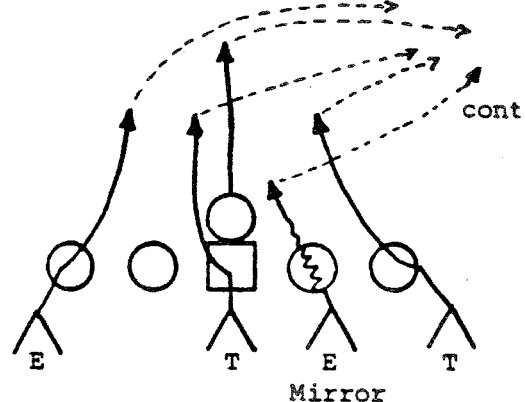
STACK



ODD

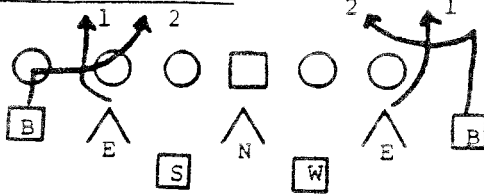


OVER (INVERT)



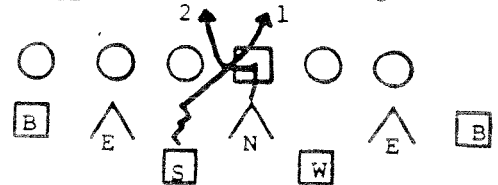
GAMES

1. Loop Strong/Weak



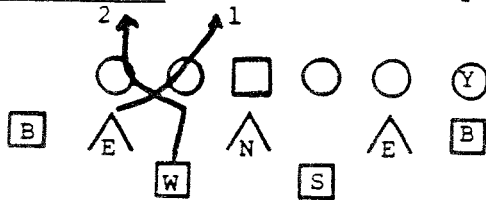
End - Penetrate C Gap - Slap upper cut technique
 OLB - Take it up, be inside rusher your side
 CP - If TE run blocks, play 6 tech.

2. Bullet (can be run from Up or Off)



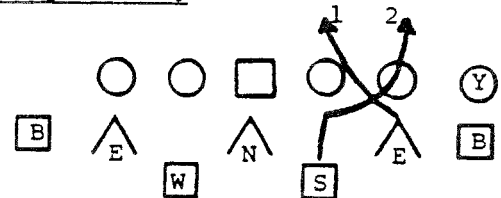
N.T. - Flash or engage and come around to side ILB is rushing - Rush A or B Gap - Must engage if run from Off
 Sam - Rush near A Gap working to far A Gap

3. Scrape Weak (can be run from Up or Off)

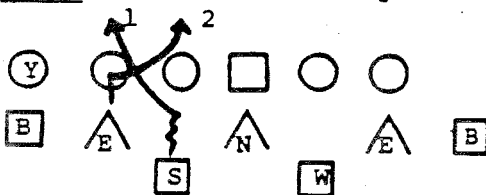


CP: Poss. Read It
 End - Rip tech. or pass rush tech. inside depending on down and distance.
 Read - If guard blocks you, grab him & fade outside (area or fan blocking) - If Guard pulls outside or slides inside, penetrate.
 ILB - Step at guard then scrape outside. Read - start to scrape, rush to A Gap if guard blocks end - Scrape if guard pulls outside or slides inside.

4. Scrape Strong

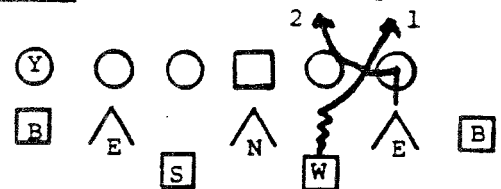


5. Sammie (can be run from Up or Off)



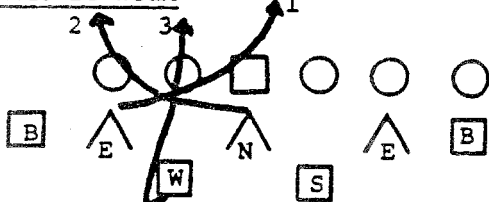
End - Flash or engage and come around to side Sam is rushing. Rush B or A Gap
 ILB - Rush B Gap working to C Gap - You are contain

6. Willie (can be run from Up or Off)



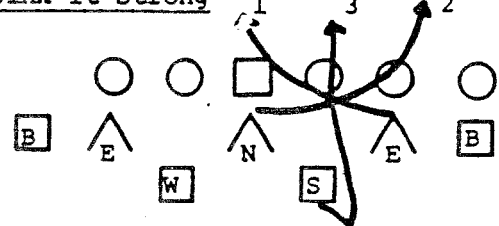
End - Flash or engage and come around to side Will is rushing. Rush B or A Gap.
 Will - Rush B Gap working to C Gap - You are contain

7. Sink It Weak



End - Rush through center on snap - Work to far A Gap
 N.T. - Back off ball - Come behind end - Rush C Gap - You are contain
 ILB - Fake drop - Rush A or B Gap

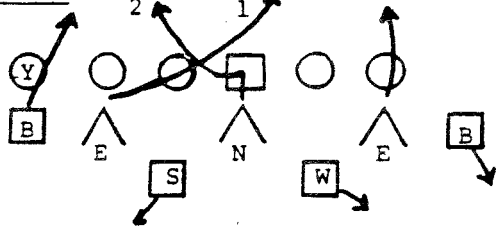
8. Sink It Strong



YOU GAME

You - An exchange of rush lanes between 2 designated pass rushers

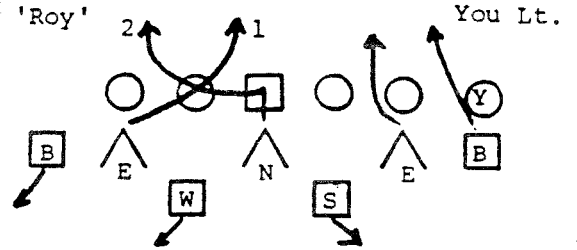
1. Stack - 'Lee'



End - Inside rusher Far or Near

NT - Engage, contain rusher to Blue side, inside rusher to Green side

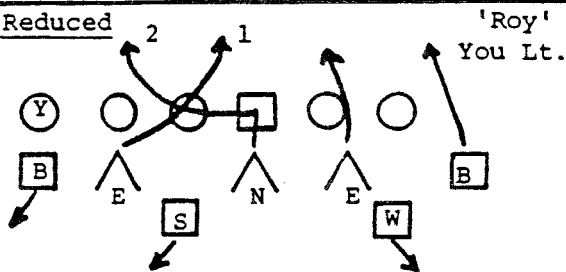
2. 'Roy'



CP: Can be run strong or weak

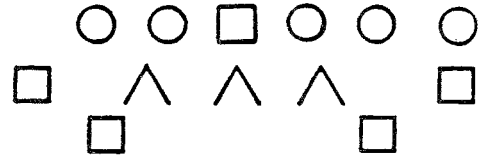
CP: To 'Green' side, NT - inside rusher
: To 'Blue' side, NT - outside rusher

3. Reduced

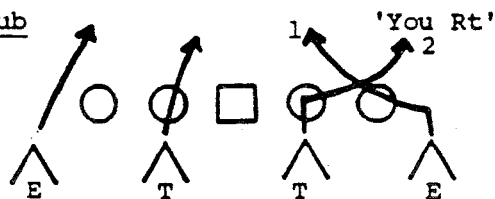


Same as Stack

4.



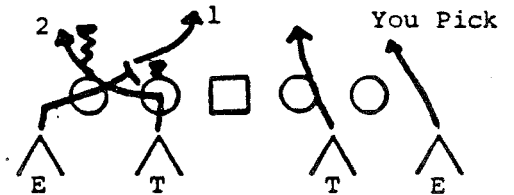
5. Sub



End - Rush inside OT, inside rusher your side

Tackle - Engage, contain rusher your side

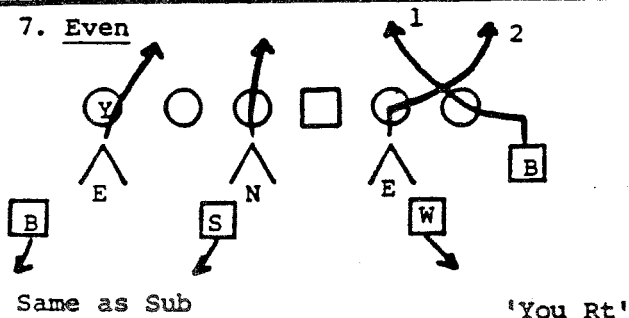
6.



End - Same as sub, but hit OG as you rush

Tackle - Same as sub, work with your end

7. Even



Same as Sub

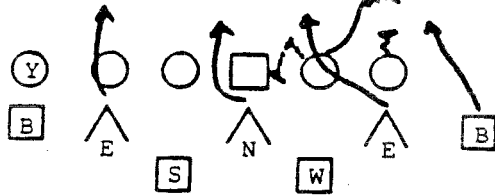
'You Rt'

8.

READ GAME

Read - An exchange of rush lanes between 2 rushers determined by block of OT

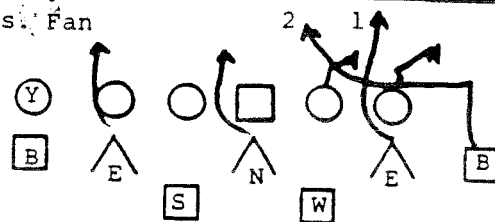
1. Vs. Solid, Scan, G Pro



End - Penetrate B Gap, inside rusher your side (OT blocks you)

OLB - See OT, OT blocks end, contain rush

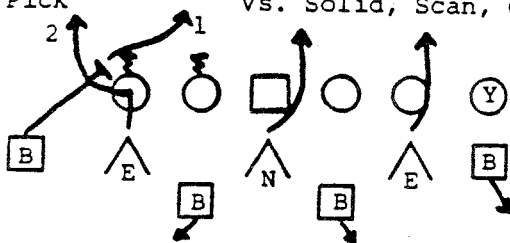
2. Vs. Fan



End - Penetrate B Gap between G & T - Contain rusher (OT fans)

OLB - See OT, OT blocks you, take it up, be inside rusher your side

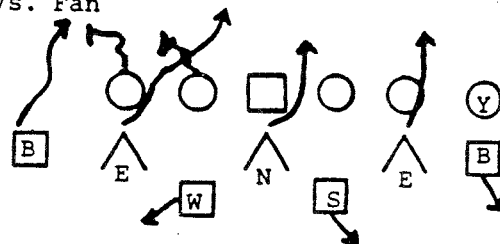
3. Pick Vs. Solid, Scan, G Pro



End - Engage, work with OLB, contain rusher

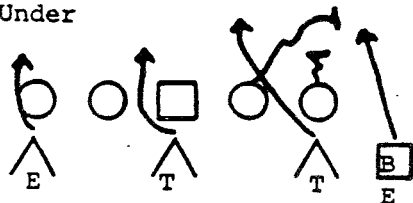
OLB - See OT, OT blocks end, hit OT as you become inside rusher

4. Vs. Fan



Becomes a Green

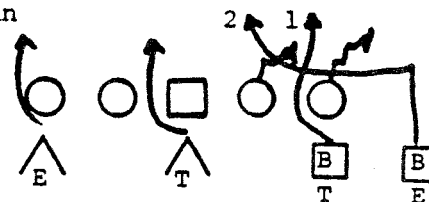
5. Sub - Under



Tackle - Penetrate B Gap, inside rusher your side (OT blocks you)

End - See OT, OT blocks tackle, contain rusher

6. Vs. Fan

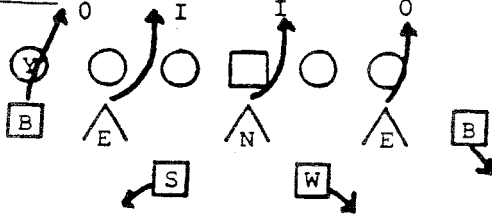


Tackle - Penetrate B Gap between G & T - Contain rusher (OT fans)

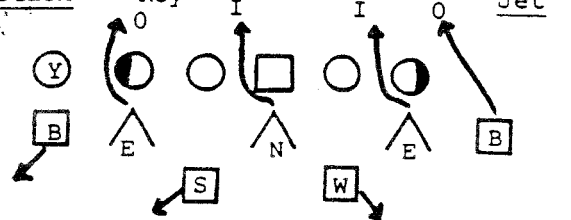
End - See OT, OT blocks you, take it up - Be inside rusher your side

PASS RUSH LANES

1. Stack - 'Lee'



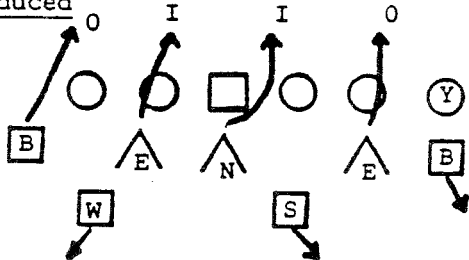
2. Stack - 'Roy'



CP: Anticipate pass - Alert pass rush games

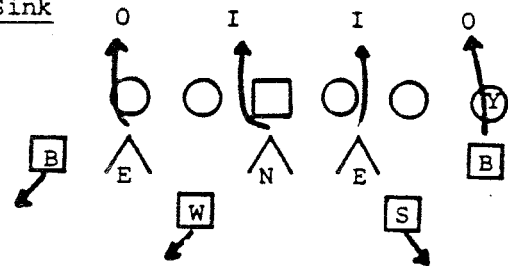
Ends - 5 Technique - React to run

3. Reduced



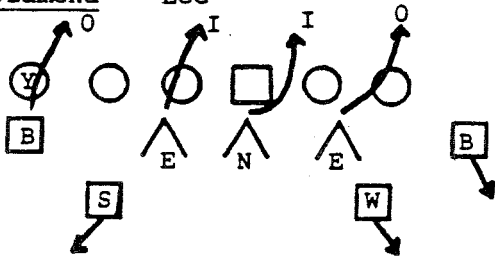
"Lee"

4. Sink

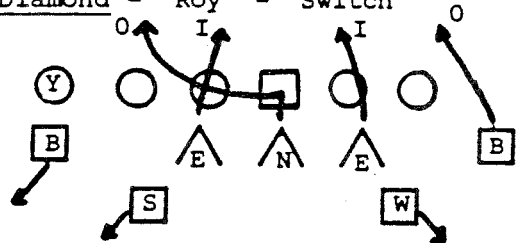


"Roy"

5. Diamond - 'Lee'

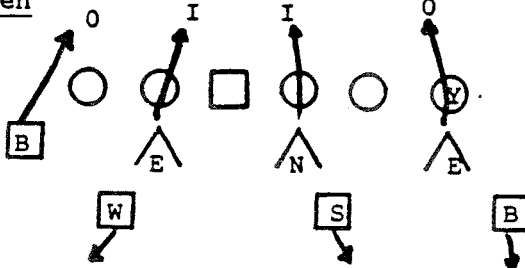


6. Diamond - 'Roy' - 'Switch'

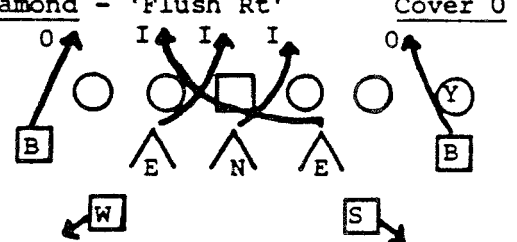


Switch - Puts us in better position to contain and pressure QB

7. Even



8. Diamond - 'Flush Rt'



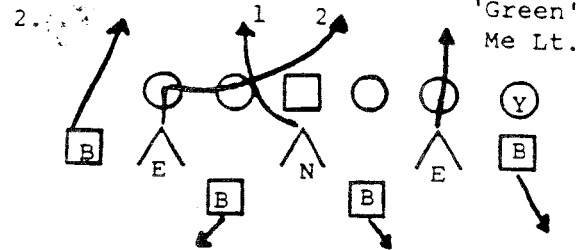
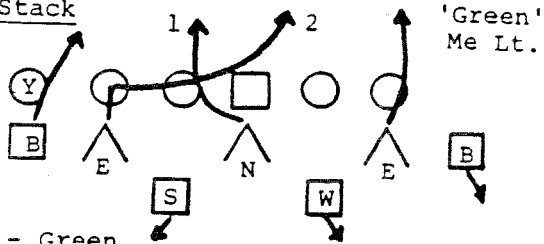
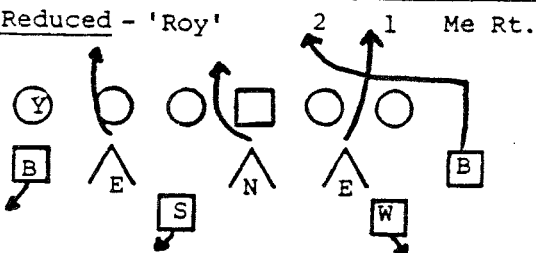
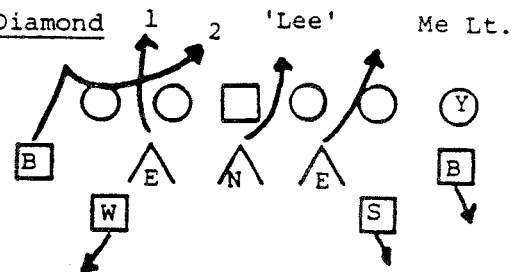
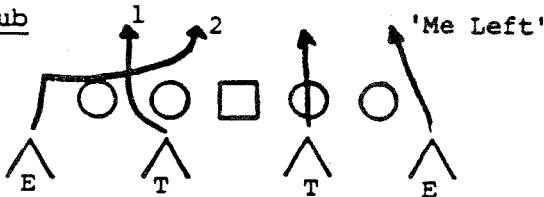
LE - Rip Technique

NT - Ringo/Lucky Technique

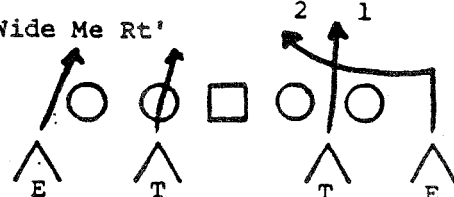
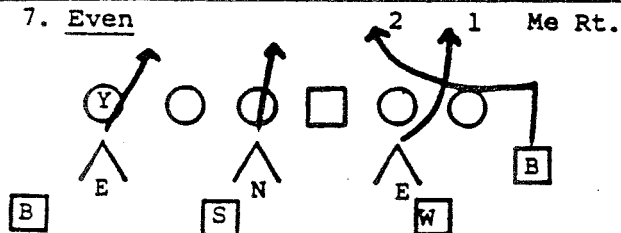
RE - Rush to far B Gap on snap

ME GAME

ME - An exchange of rush lanes between 2 designated pass rushers

1. Stack3. Reduced - 'Roy'4. Diamond5. Sub

6. 'Wide Me Rt'

7. Even

8.

UNBALANCED LINE

In order to be sound in our defense we must be able to adjust our defense to unbalanced line.

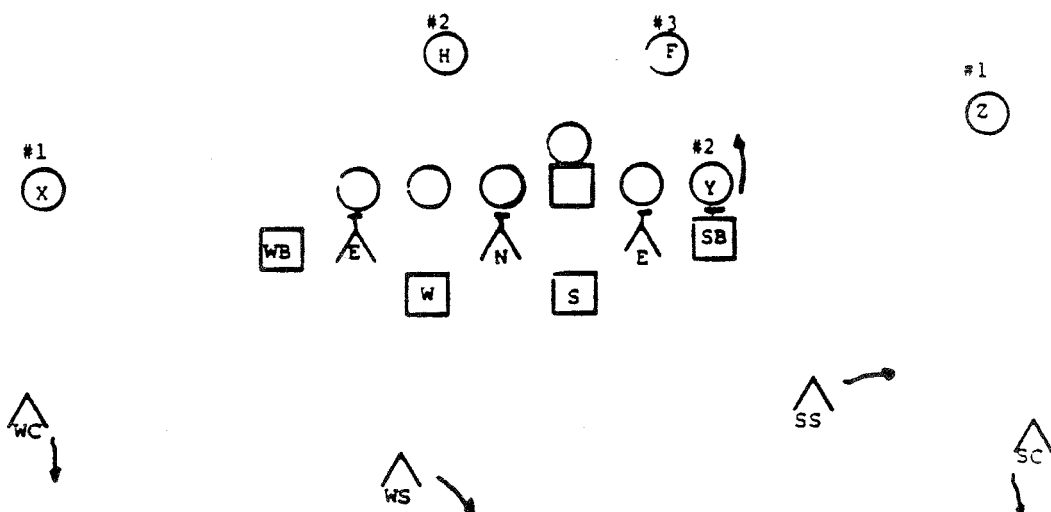
The alert call for unbalanced line is "UNBALANCED".

Example:

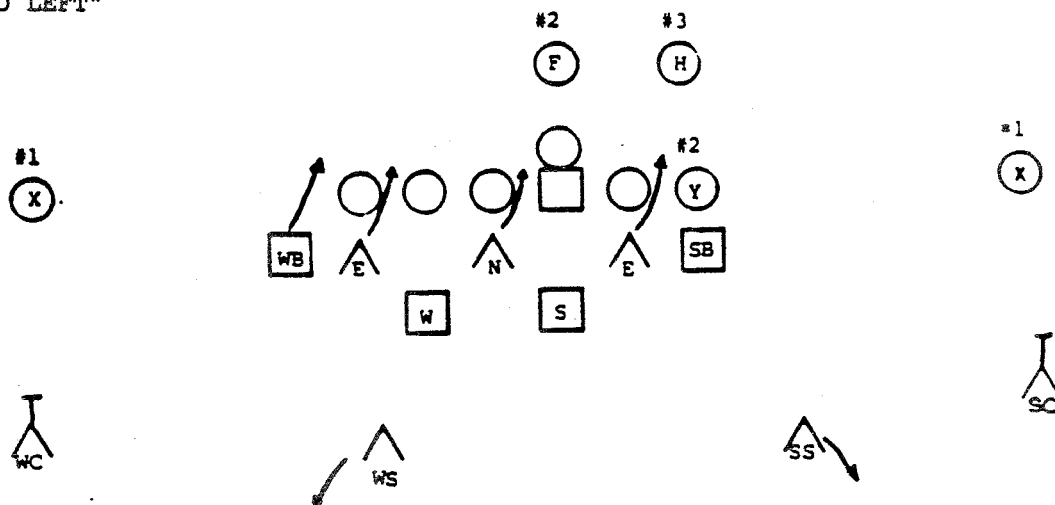
LB will say - "UNBALANCED LEFT - MOVE LEFT"

1. All Defensive people will move one man to left.
2. Strong Safety and Sam will still go to the 2 receiver side.
3. Play Coverage called.
4. If we want to move over and then Stunt back we will say - "UNBALANCED LT. - MOVE LEFT" - "Roger" (Cover #2)

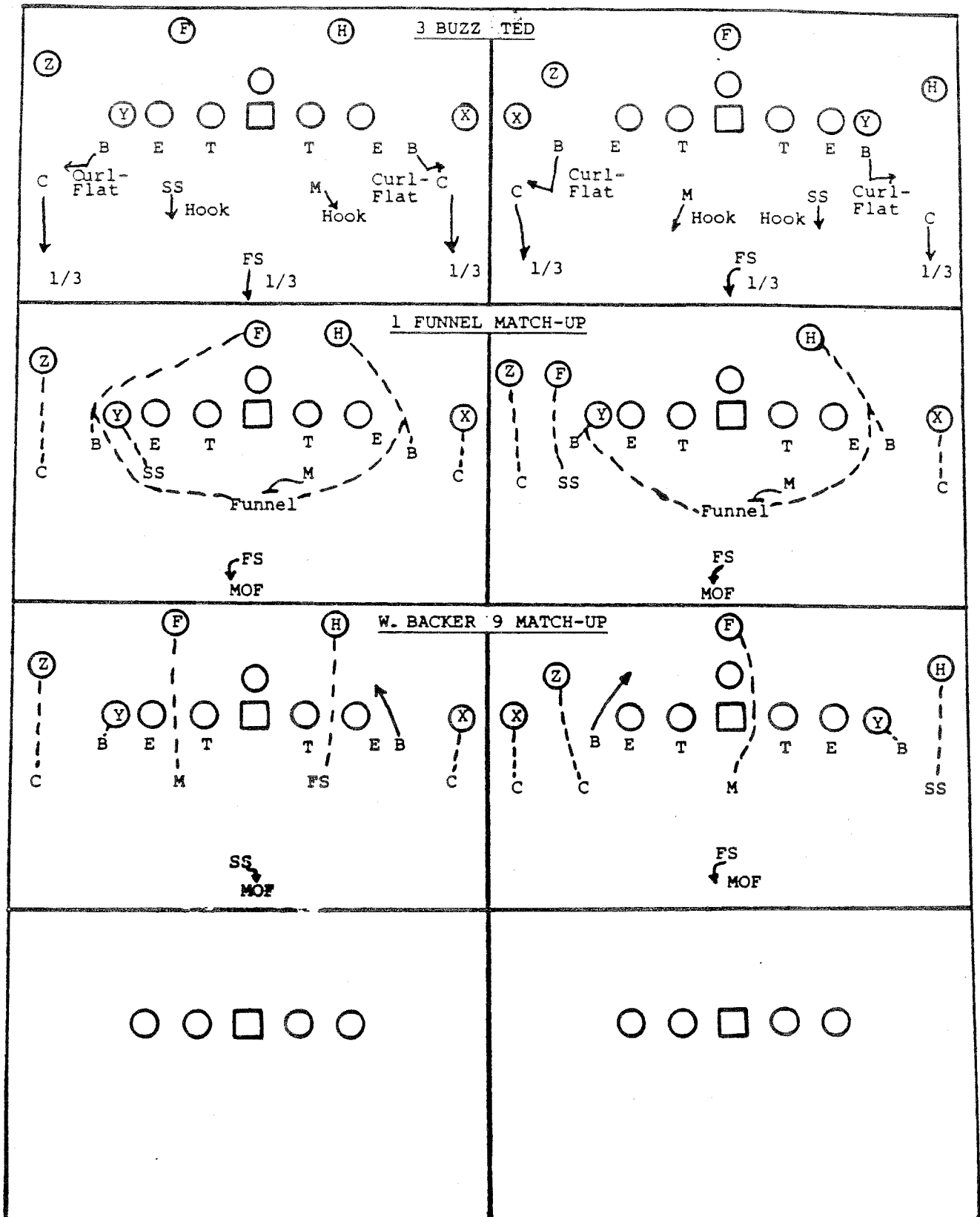
"UNBALANCED LEFT"

STACK 3

"UNBALANCED LEFT"

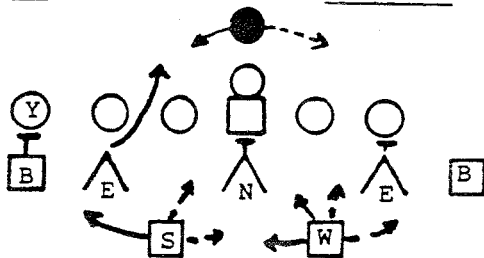
STACK 2 - "Roger"

JUMBO EVEN COVERAGE ADJUSTMENTS

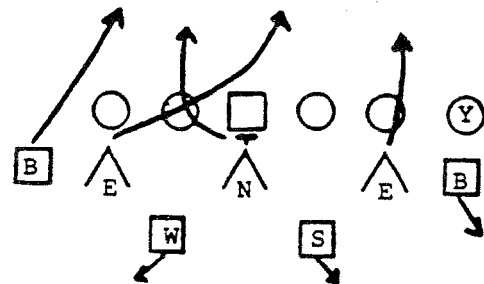


RIP

- END - Stunt to inside gap on snap. Read the first offensive lineman in the direction you are stunting. React to his block as you penetrate. You are responsible for the inside gap (B/A). Inside rusher vs. pass, push the pocket, be aggressive.
- ILB - Fill outside the end on flow to, Normal on flow away. Vs. pass - coverage called.
- OLB - 6 or 9 Technique. Outside rusher vs. pass.
- N.T. - 0 or 2 Technique.

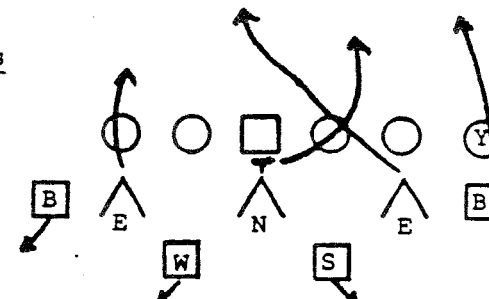
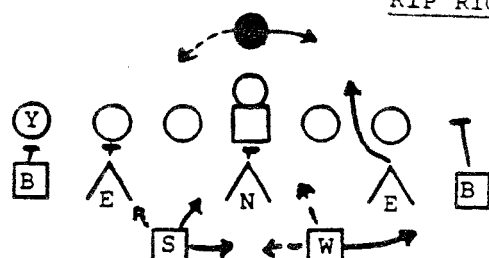
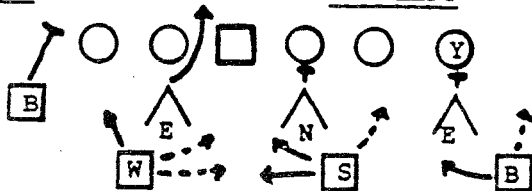
STACK"RIP LEFT"

CP: Can only be run when OLB is green

Vs. Pass

End - Inside rusher on other side of ball

N.T. - Inside rusher to rip side

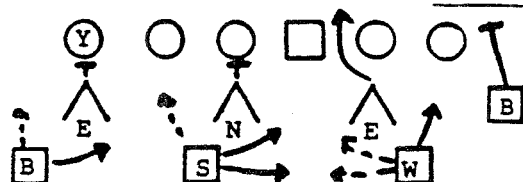
"RIP RIGHT"EVEN"RIP LEFT"

Vs. Pass

End - Inside rusher your side of ball

OLB - Contain rush

CP - Nose (Vs. Pass)

"RIP RIGHT"

End - Alert rip call vs. 1 back

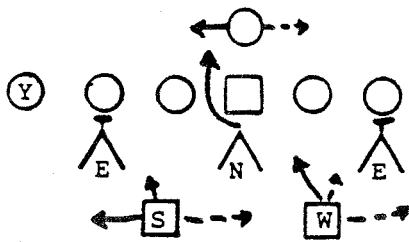
Will - Poss. Ruby alignment

RINGO/LUCKY

- N.T. - Stunt 'A' Gap on snap. Read block of first offensive lineman in the direction you are stunting. React to his block as you penetrate. You are responsible for the 'A' Gap. Inside rusher vs. pass.
- ILB - Adjust reads to compensate for the stunting N.T.

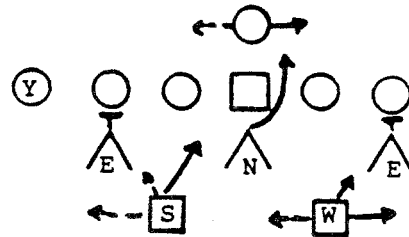
STACK

"LUCKY"



- Sam - Normal on flow to
Scrape on flow away
- Will - Normal on flow to
BSF on flow away

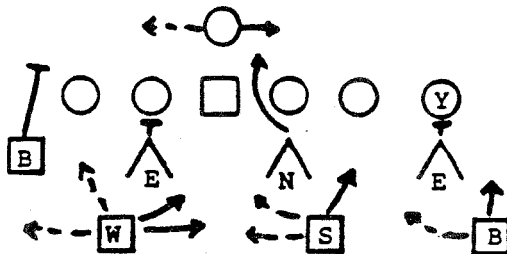
"RINGO"



- Sam - Normal on flow to
BSF on flow away
- Will - Normal on flow to
Scrape on flow away

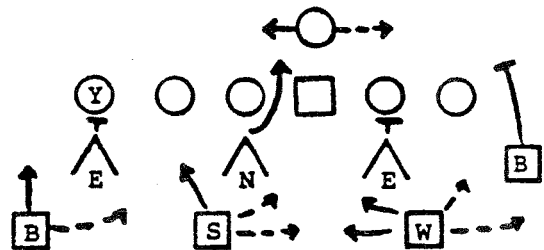
EVEN

"LUCKY"



- Sam - Normal on flow to
BSF on flow away
- Will - Normal on flow to
BSF on flow away
- N.T. - Alert Ringo/Lucky call
vs. 1 Back

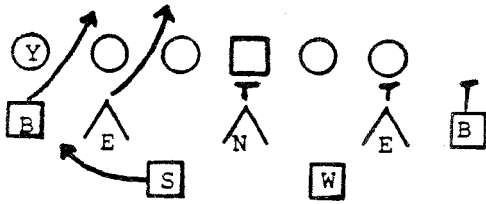
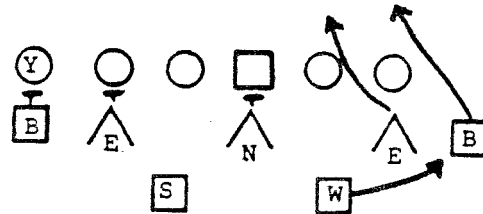
"RINGO"



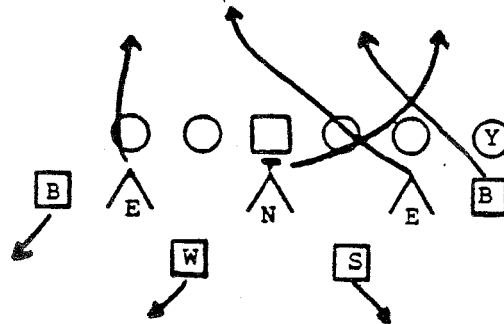
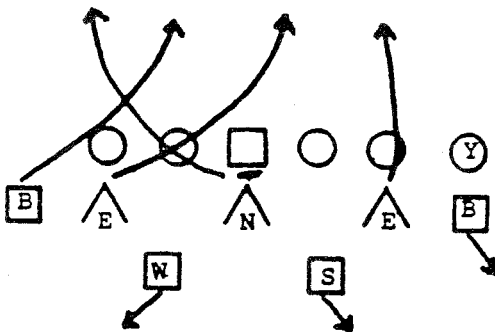
- Sam - Normal on flow to
BSF on flow away
- Will - Normal on flow to
BSF on flow away

SLAM

- END - Stunt 'B' Gap on snap. Read the guard as you stunt. React to his block as you penetrate. You have B Gap responsibility. Inside rusher on other side of ball vs. pass.
- ILB - Fast on flow to, Normal on flow away. Coverage vs. pass.
- OLB - Stunt 'C' Gap on snap. Read the tackle as you stunt. React to his block as you penetrate. You have C Gap responsibility. Inside rusher vs. pass.
- N.T. - 'O' Technique, outside rusher to slam side vs. pass.

STACKSLAM LTSLAM RT

CP: Can only be run when OLB is green

Vs. Pass

RAM

END(s) - Stunt 'B' Gap on snap. Read the guard as you stunt. React to his block as you penetrate. You have B Gap responsibility. Inside rusher your side vs. pass, push the pocket.

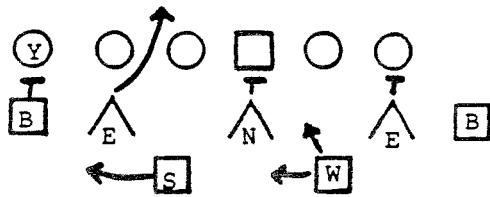
ILB(s) - Scrape on flow to, Normal on flow away. Coverage vs. pass.

OLB - 6 or 9 technique. Coverage vs. pass.

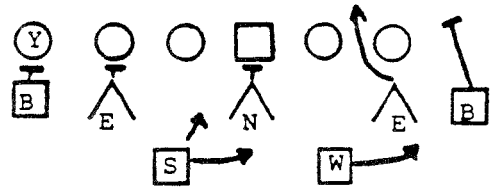
N.T. - 0 Technique, outside rusher to ram side vs. pass (you game).

STACK

RAM LT

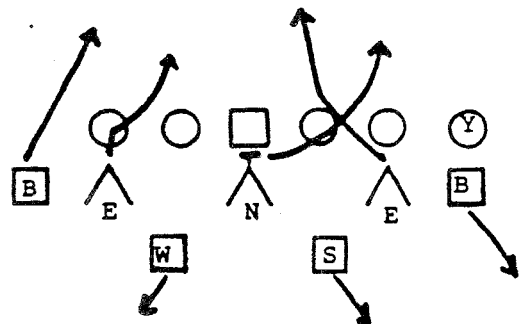
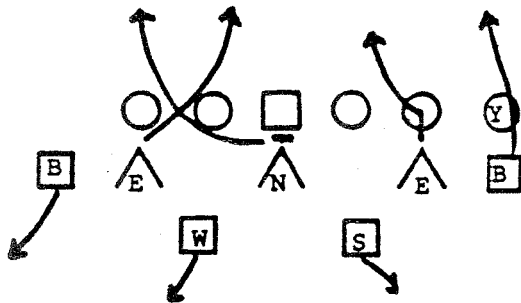


RAM RT

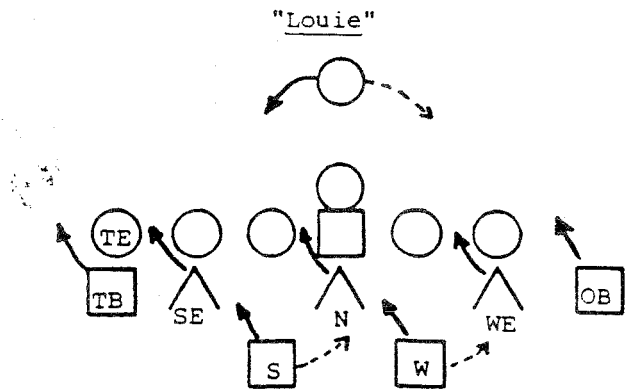
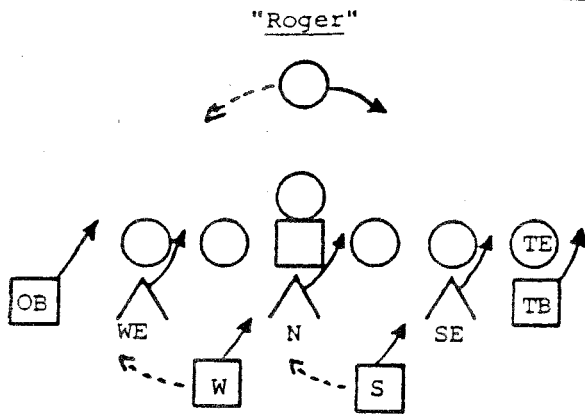


CP: Can only be run when OLB is in coverage (Blue)

Vs. Pass



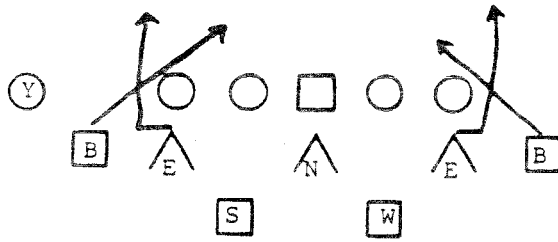
STACK DIRECTIONS



POSITION	ALIGNMENT	KEY	RESPONSIBILITY
<u>STRONG</u> <u>END</u>	4 Alignment	Ball, Tackle, End	5 Technique
<u>NOSE</u>	0 Alignment	Ball, Center, Strong Guard	Ringo Technique/Lucky Technique
<u>WEAK</u> <u>END</u>	4 Alignment	Ball, Guard, Tackle	Rip Technique
<u>TE SIDE</u> <u>BACKER</u>	6 Alignment	TE, Near Back, Guard	1. 9 Technique 2. Cutback or Force by Coverage
<u>SAM</u>	S A M E	A S S T A C K	Direct or Fast Read on Flow to - Scrape on Flow Away
<u>WILL</u>	S A M E	A S S T A C K	No Direct Read - Fast Read on Flow to You Normal Read on Flow Away
<u>OPEN</u> <u>SIDE</u> <u>BACKER</u>	9 Alignment	Near Back, Guard, Tackle CP: TE Weak, Key him also	6 Technique - Cutback Responsibility

STUNTS

1. X - Strong/Weak

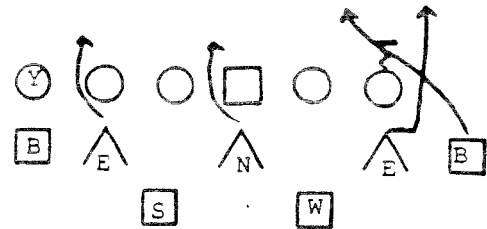


OLB - Same as Slam

End - Lateral Step work upfield - Force

ILB - Same as Rip

2. X - Weak Vs. Pass



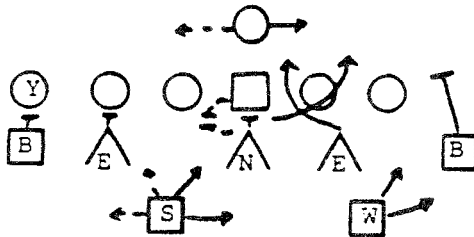
OLB - Same as Slam

End - Lateral Step - Contain rush

Will - Coverage called

3. Reduced Crash

Vs. Run



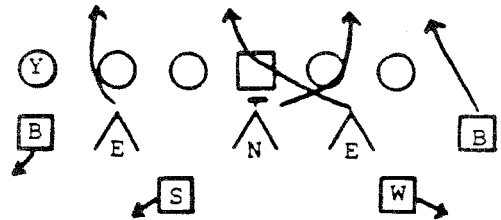
Reduced End - Rip Technique

N.T. - Scrape B Gap on run weak -
2 Gap on run to TE

Sam - Normal reads - Will - Fast or BSF

4. Reduced Crash

Vs. Pass



Reduced End - Inside Rusher offside
A Gap

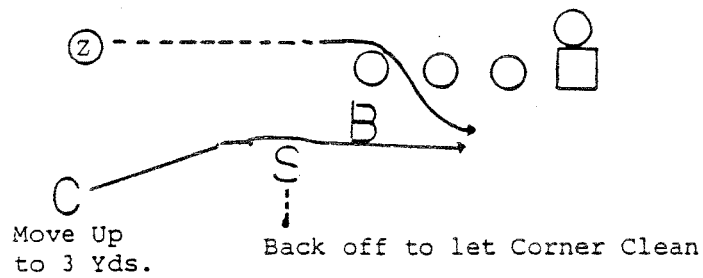
N.T. - Inside rusher on reduced side

ILB - Coverage called

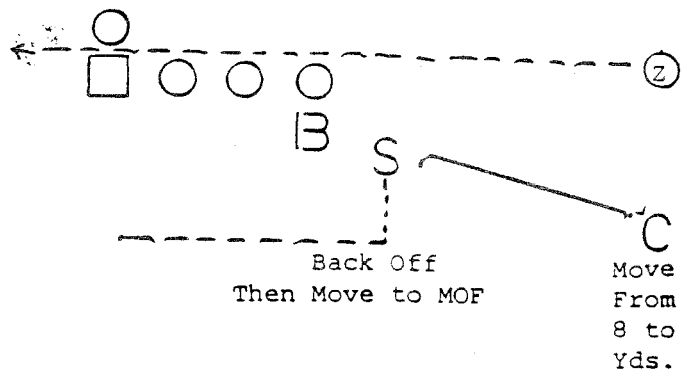


MAN TECHNIQUE

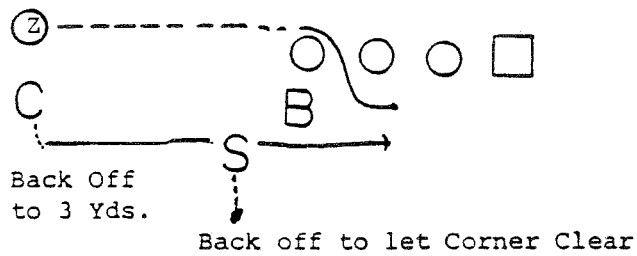
OFF VS. Z & FLY



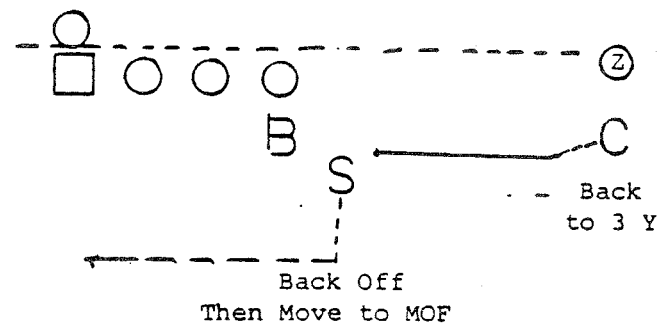
OFF VS. Z FLY



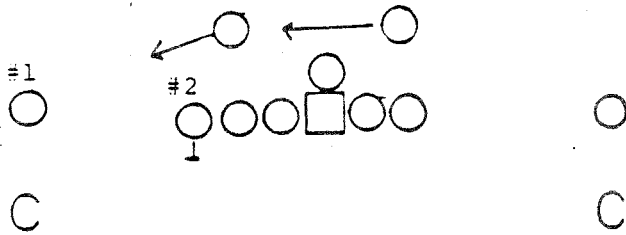
BUMP VS. Z & FLY



BUMP VS. Z FLY



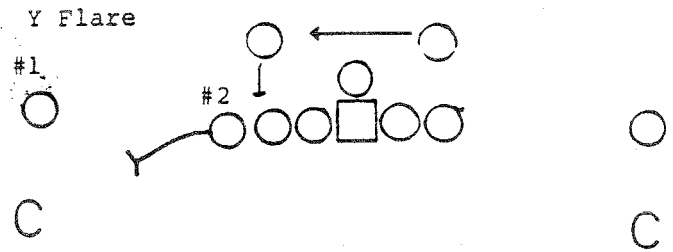
CORNER TECHNIQUE VS. RUN STRONG



SC: Run wide toward you - There are 3 ways to beat #1 -

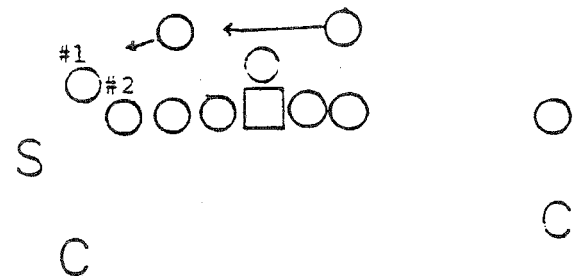
- 1) If he comes right at you, lower your outside shoulder and rip with your outside arm as you drive inside 2 yards across the LOS.
- 2) If he comes at you with his butt facing inside and is still moving, power rush him.
- 3) If he comes at you with his butt facing inside and he has stopped his momentum, grab his jersey with both hands and shake, then throw off.

WC: Play goes away - Shuffle in a little to close the distance between you and the next defender - You have the reverse.



SC: With Y Flare, use your speed and quickness to beat a bigger TE - Fake the Y, then fill off the backer.

WC: Play goes away, shuffle in a little to close the distance between you and the next defender - You have the reverse.



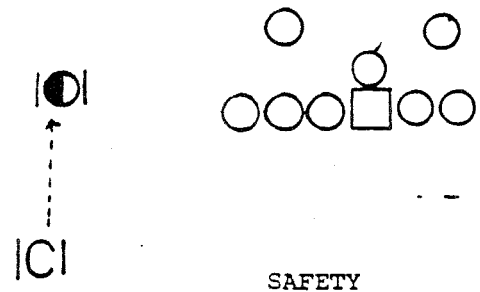
SC: On Flow toward you, read your Safety's force - If #1 blocks down, the Safety will use his outside shoulder and kick the ball wide - If #1 blocks out on the Safety, fill inside your force man.

WC: "Reverse"

Alignment: Inside or Outside ()
 Safety help, Outside Le
 No Safety help, Hard In

Stance: Align with feet shoulder
 slightly, weight forward
 your outside foot - Use

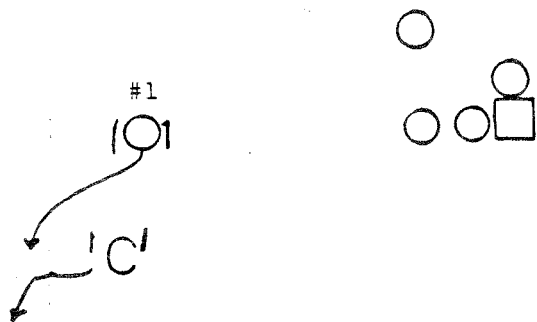
Key: Read the QB for the 3 s
 on the receiver's number



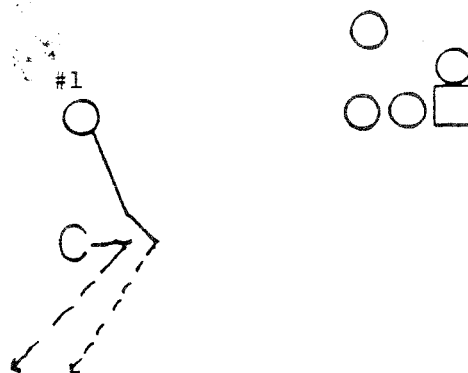
Outside Technique

As the receiver comes off the LOS, up by driving off inside foot - Focus your eyes on his numbers, stay low your peddle, stay over your feet - Stay in your peddle as long as you ready to defend the 12-17 yard break point - As he begins his moves, keep your narrow base - Never go wide base and flat footed - You can't drive this position - Stay on his outside shoulder unless he widens you to the sideline - Then use the sideline as your helper - Remember when he breaks your cushion (about 2-3 yds) you should turn toward him and beat him to his aiming point - When you turn to go deep, make a full 180° step which opens the hips and allows your next step up the field.

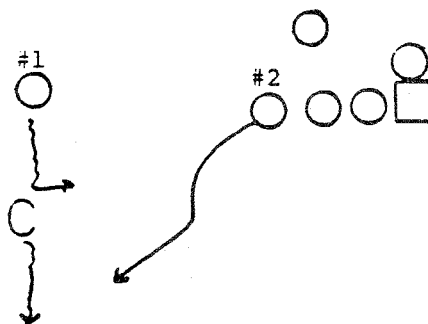
CP - As he comes up the field, focus
 You can stay with your shoulder
 17 yds. as he gets to the 15

COVER 2 JAM TECHNIQUEOUTSIDE

Corner: As #1 releases outside, shuffle without crossing your feet - If he releases too far outside then you shuffle, shuffle and turn with vision inside, dropping at an angle toward the sideline - You have #1's fade - What we want to do is "Jam" or reroute #1 - "Jam" with both hands if he comes right at you - "Jam" with the inside hand if he releases outside - If you have to shuffle, shuffle to the outside and can touch him, jam with your outside hand - You must see the QB throw the ball.

INSIDE

If #1 releases inside, you shuffle, shuffle - Do not cross the numbers - If you can't jam him, you must reroute him at least 2½ yds - Never allow him to run a straight line upfield After he's gone inside, you back off toward the sideline with vision on the QB to see the throw - You have his Q pattern up to 25 yards.

RECEIVER STOPS

If the receiver comes off slow and stops, call Delay and back off at least 5 yards and look for #2's Flag route.

MAN PASS DEFENSE TECHNIQUE (Off)

_____ depending on Safety help in MOF -

_____ inside technique

_____ hard Inside technique

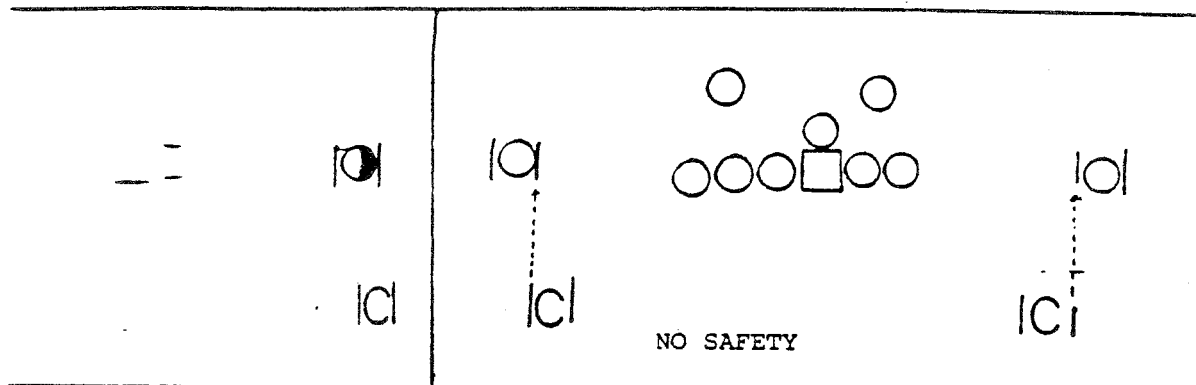
_____ shoulder width apart and the inside foot back, knees bent

_____ forward and on balls of feet - Your first step is with

_____ - Use your inside foot to push off.

_____ the 3 step drop (90), then snap your head around and focus

_____ numbers.



Inside Technique

_____ LOS, square

_____ - Focus

_____ low in

_____ feet -

_____ as you can,

_____ break

_____ as. keep

_____ wide base

_____ drive from

_____ outside

_____ to the

_____ as

_____ he breaks

_____ if you should

_____ to his

_____ to go

_____ which

As the receiver comes off the LOS, square

up by driving off inside foot - Focus

your eyes on his numbers, stay low in

your peddle, stay over your feet -

Stay in your peddle as long as you can,

ready to defend the 12-17 yard break

point - As he begins his moves, keep

your narrow base - Never go wide base

and flat footed - You can't drive from

this position - Stay on his inside

shoulder - No Safety help in MOF -

Remember when he breaks your cushion (about

2-3 yds) you should turn toward him and

beat him to his aiming point - When you

turn to go deep, make a full 180° step

which opens the hips and allows your

next step up the field.

_____ fight to stay in your peddle as long as you can -

_____ shoulders square to the LOS and in your peddle to

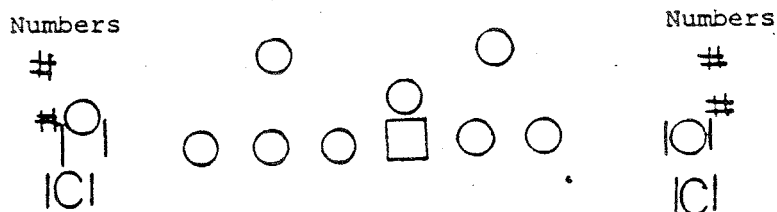
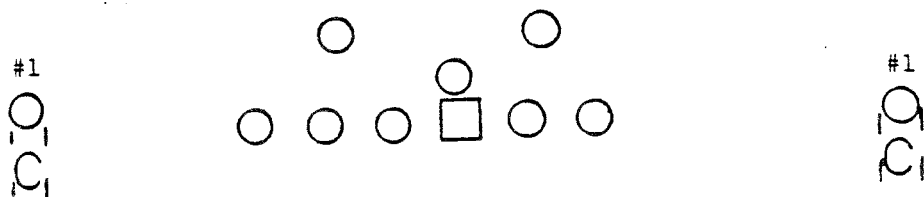
_____ the 15 yd. area.

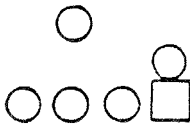
BUMP TECHNIQUE - POST HELP

Alignment: Walk up to the receiver, head up and place your feet parallel to the LOS - Look into the ball (Never be Offsides)

Stance: Feet parallel to the LOS - Slight bend at the knees and waist - Narrow base, feet should be less than shoulder width apart - Arms hanging in front of your knees - Eyes focusing on his numbers

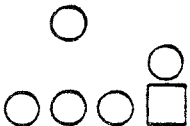
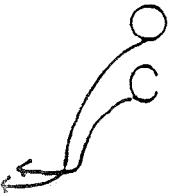
CP - Use the numbers as your guideline - If he lines up inside the numbers, go to an outside technique.



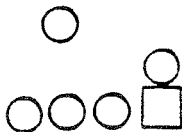
OUTSIDE RELEASEUpfield
Release

Jam him with your inside hand - Lock your elbow, do not allow him a straight line up the field - Remember the NFL only allows contact within 5 yards of the LOS - Run with him as close to his body as you can (shoulder to shoulder) looking him right in the earhole of his helmet.

CP - Stay on his shoulder in the reception area (12-14 yds)

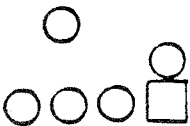
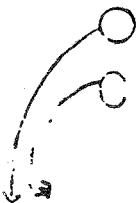
Upfield
Release

As he goes up the field and makes an out move, drive with him 2 steps then snap your head around and look for the ball.

Upfield
Release

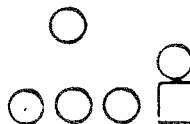
If he goes up the field and makes an inside move, drive 2 steps and snap your head around and look for the ball - By snapping your head around, this should make your body go lateral to the LOS.

CP - Stay on his shoulder, make him go over the top

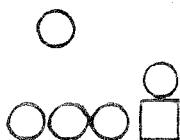
Fade
Release

As he releases wide outside (Fade) beat him to his reception point, high shoulder technique. If he's 2 yds. from the sideline, turn your head inside looking up for the thrown ball.

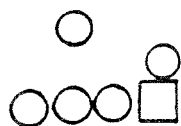
CP - If he gets even with you, place your outside hand on his thigh to prevent him from going by.



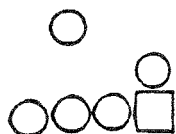
If you don't have him pinned to the sideline, don't turn your head away - Turn into him when he turns his head looking for the ball - Be ready to use your hands to intercept or strip the ball.

INSIDE RELEASE

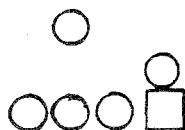
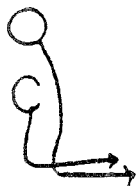
If the receiver releases inside and up the field, use the same shoulder technique but now you're on his outside shoulder.



If the receiver releases inside, goes up the field and runs an Out route - turn toward him and drive 2 steps before you snap your head around looking for the ball - Use your right hand for deflection.



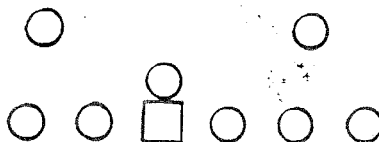
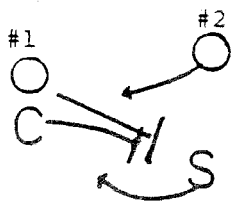
If the receiver releases inside and then runs a Flag route - turn toward him and stay on his shoulder - Keep looking in his earhole then look for the ball when he looks. Beat him to his spot and become the receiver.



If the receiver releases inside, then runs a square in - drive to him, snap your head around and try to go parallel to the LOS - Use your left hand for the deflect.

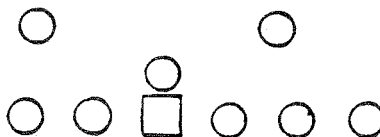
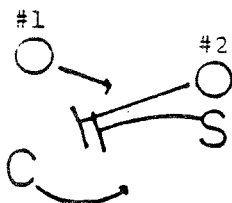


If the receiver releases inside and goes across the numbers, go to a low shoulder technique.

BUMP TECHNIQUE - BEATING PICK

Alignment: If your man is on the LOS (#1), you are on the LOS -
 If your man is off the LOS (#2), you are off the LOS - 2 yards deep

Technique: If #1 releases flat down the LOS (think Pick), you counter this release by positioning yourself behind him on his upfield shoulder - Half of your body should be behind him - Anything he can get through, you can squeeze through - If #2 releases flat to the outside (think Pick), you must clear the defender that is on the LOS because your depth will allow you to see him - he can't see you.

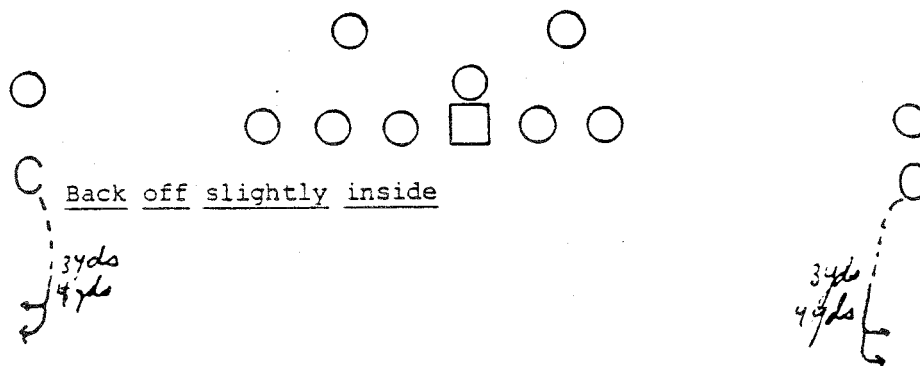


Alignment: #1 off, you're off - #2 on, you are on the LOS

Technique: If #1 releases flat down the LOS (think Pick), you counter this release by positioning yourself behind him on his upfield shoulder - Half of your body should be behind him - Anything he can get through, you can squeeze through - If #2 releases flat to the outside (think Pick), you must clear the defender that is on the LOS because your depth will allow you to see him - he can't see you.

FEATHER TECHNIQUE

Show bump technique, start backing off slightly inside before the snap - be about 3-4 yards off the receiver on the snap. Keep your shoulders square. Remember the reception area, 12-14 yards deep. As he comes up the field, turn toward him and convert your technique to a bump and run technique (without the bump). Use your body to prevent him from going inside.



TRAIL TECHNIQUE

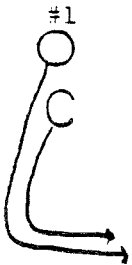
Alignment: Inside Technique - Walk up to the receiver, head up, and take your stance - Look into the ball (never be offside), adjust your position - Move in placing your outside foot inside his outside foot.

Stance: Feet parallel to the LOS - Slight bend at the knees and waist - Narrow base, feet should be less than shoulder width apart - Arms hanging in front of your knees - Eyes focusing on the receiver's numbers.

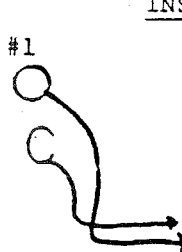
Outside Release: Jam him with both hands if you can, but if he releases too far outside, jam him with your inside hands as you drop step onto your outside foot - Lock your elbow, do not let him run a straight line up the field - Run with him as close to his body as you can - Stay on his shoulder looking him right in the earhole of his helmet - The first 10 yards up the field is where you are positioning yourself on his shoulder. If there isn't an inside or outside move by the receiver in the 12-17 yard area, anticipate the deep throw. If you have him pinned to the sideline, turn and look in for the ball in flight - As you turn, look high - You're looking for the ball in flight, not the QB - If he's not close to the sideline, get in a position between the QB and the receiver about 1-2 yards behind the receiver - Focus on the small of his back just above his waist - When this part of his body turns, drive underneath of his route - He may also tip his move by chopping his feet at the cut area.

Inside Release: Because you are in an inside position, you should really be able to - jam him with both hands, and even the entire upper part of your body, numbers on numbers - Your hands should strike him under the shoulder pads - If the receiver releases inside and up the field, go to a low shoulder technique, eyes focusing on the small of his back just above the waist - When this part of his body turns, drive underneath of his route - He may also tip his move by chopping his feet at the cut area.

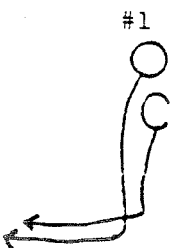
OUTSIDE



INSIDE



#1



#1



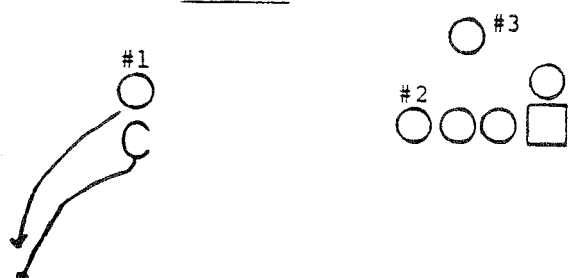
RED 2 - CORNERS

ALIGNMENT: Show Bump #1 Split - #1 Tight - Same adjustment as Cover 2

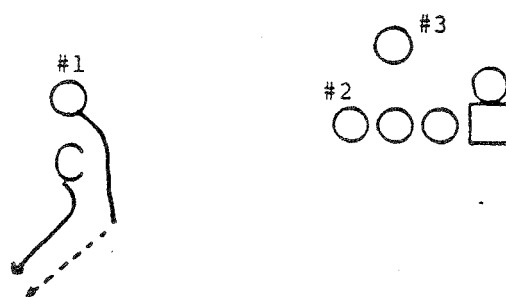
KEY: #1 then QB

RESPONSIBILITY: Run Pass

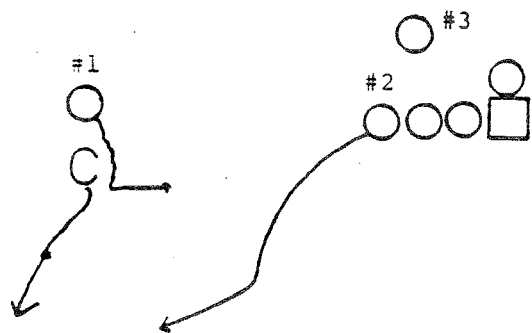
TECHNIQUE: On the snap of the ball, open with vision to the QB

OUTSIDE

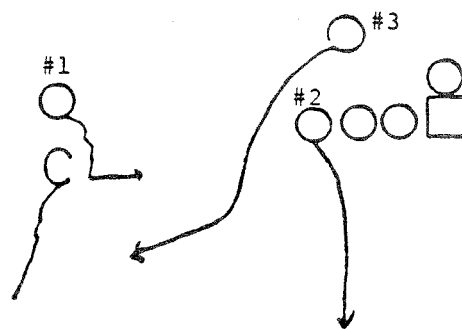
Once he releases outside and goes up the field, you have all of his routes

INSIDE

When he releases inside, focus on the QB but be in a position to take his Q route

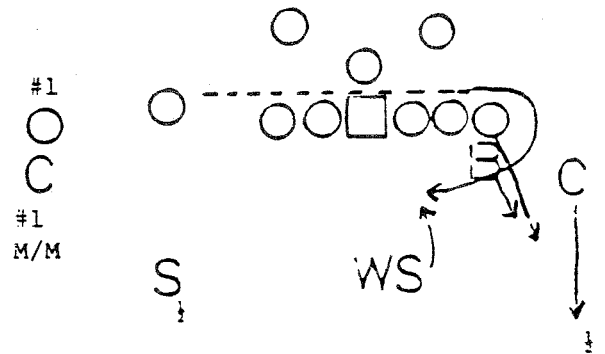
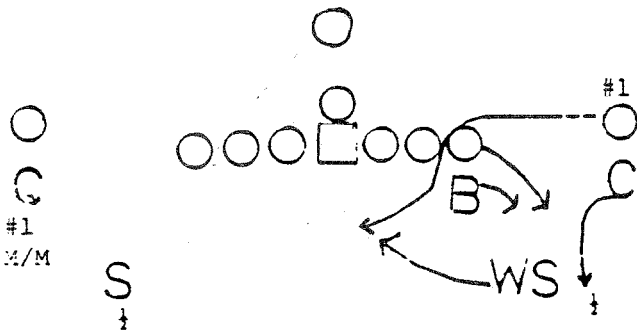
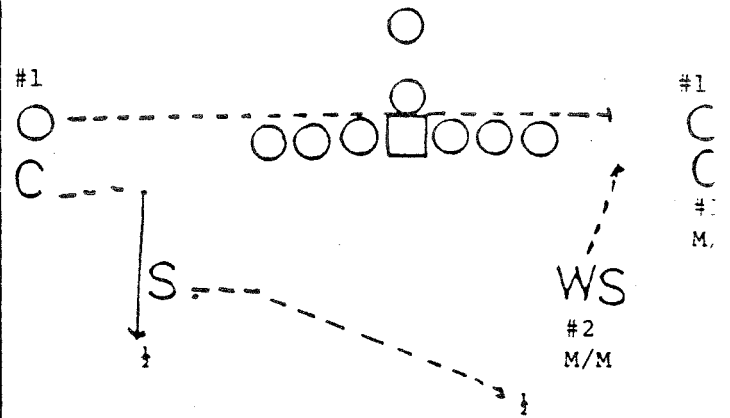
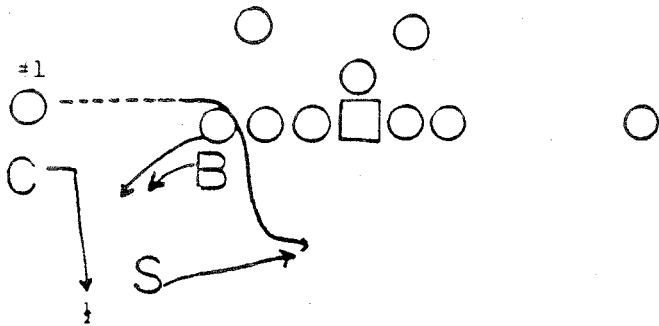


If he runs a Delay, back off and look for #2 or #3's Flag route - See the throw



If he runs a Delay, back off and look for #2 or #3's Flag route - See the throw

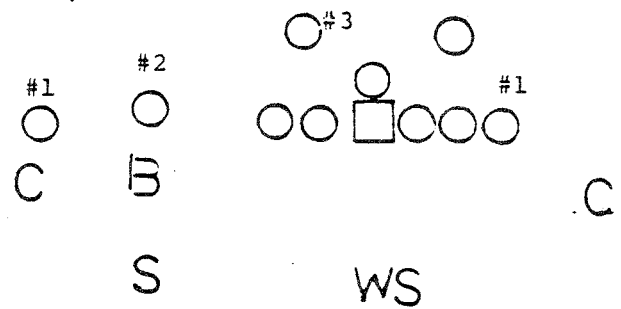
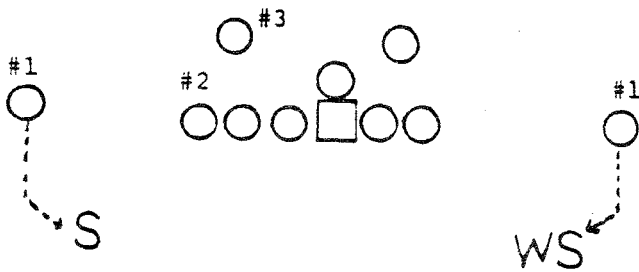
EXAMPLES OF IOWA CALL - Used with 2 Man Coverage



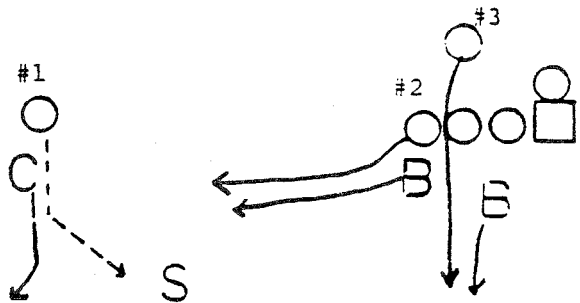
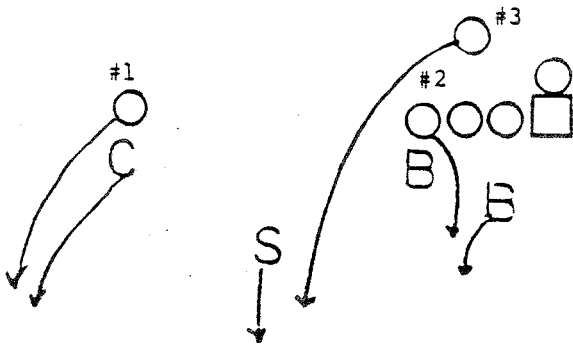
ALIGNMENT: Place yourself in a position that you can take #1's Slant route

KEY: Thru uncovered lineman to backs

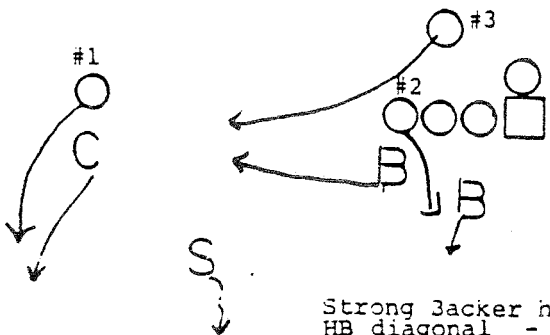
RESPONSIBILITY: Sky support strong & weak unless weakside #1 is tight



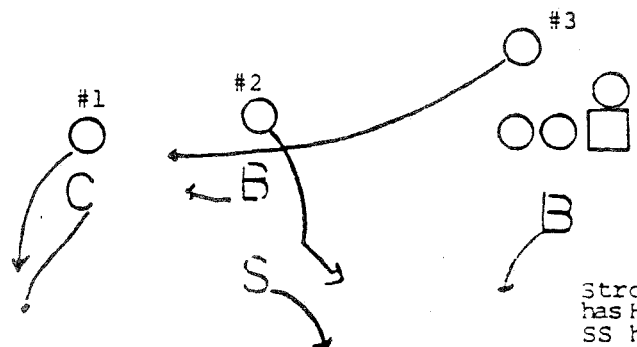
Same Weakside adjustment as Cover 2



Strong Backer has the diagonal
SS has the Slant
Corner has the Q



Strong Backer has the
HB diagonal - SS read
QB & help on #2 -
Corner had fade



Strong Ba
has HB diag
SS has #2
Corner ha
re

SOLO TECHNIQUE (In/Out Double on #1)

CORNERS

Alignment: Outside Bump Technique

Key: #1

Responsibility: All outside routes of #1 and half (outside) of his Go route -
Vs. Run - Run Pass Man

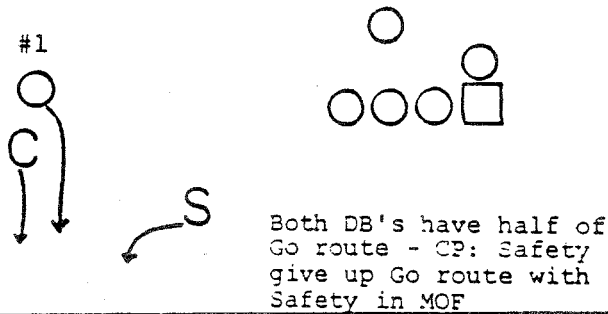
SAFETY

Alignment: Place yourself in a position that you can take #1's Slant, 10 yds. deep -
Keep your shoulders square to the LOS - Don't show the double.

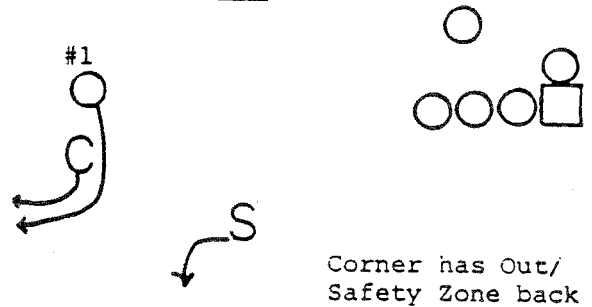
Key: Thru uncovered lineman to QB

Responsibility: Vs Run, Sky Support - Vs. Pass, Take all inside routes of #1's Go route
If Weak Safety in MOF, give up the Go route.

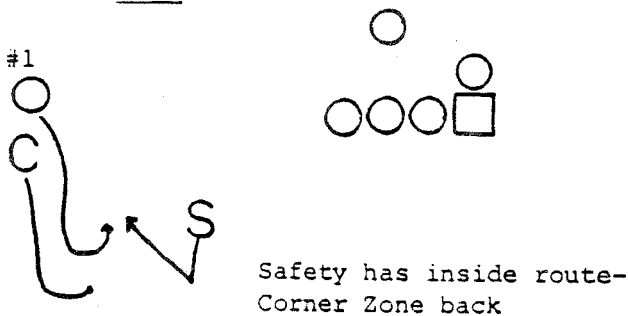
GO



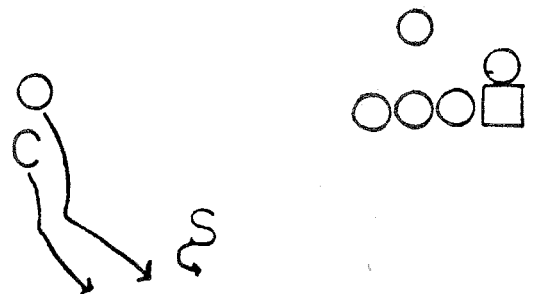
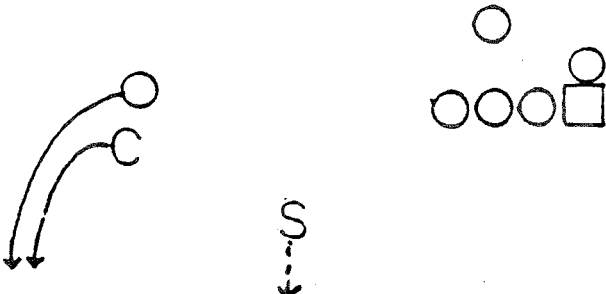
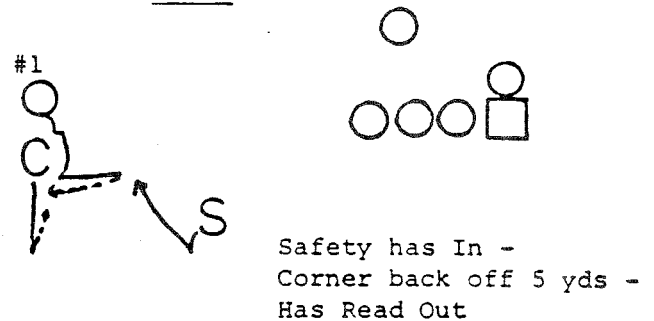
OUT

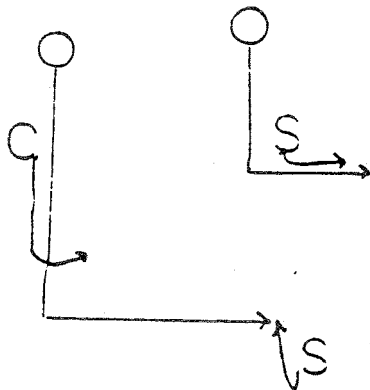
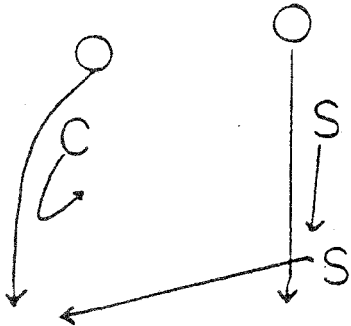
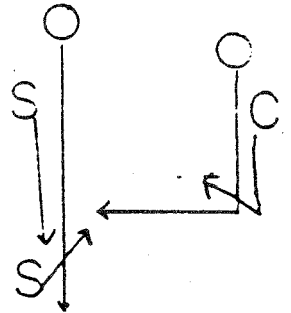
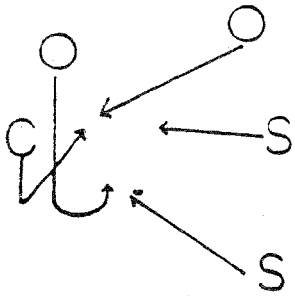
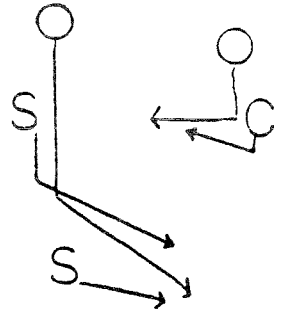
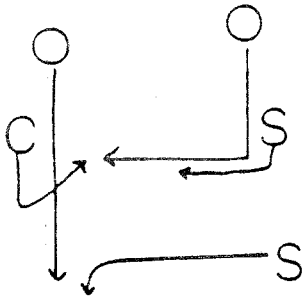


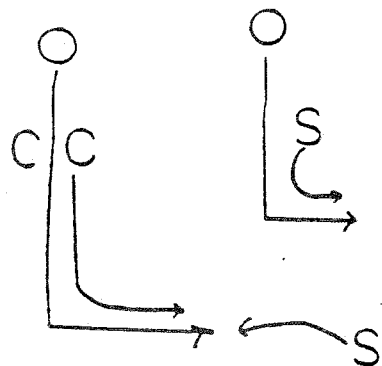
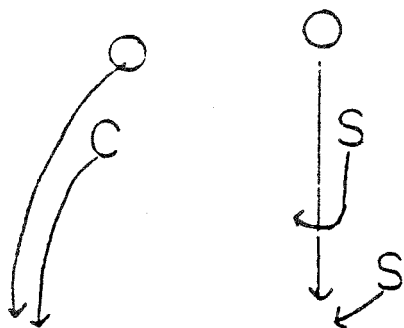
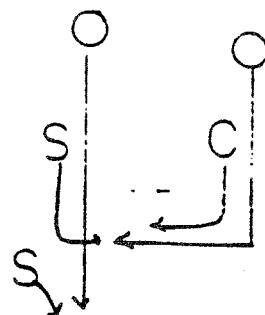
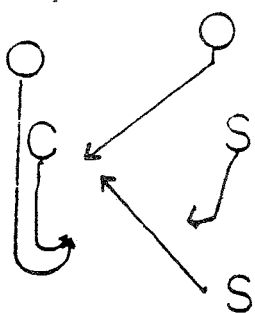
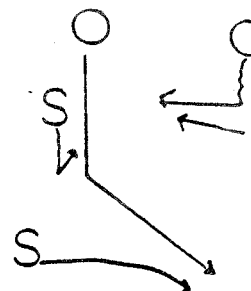
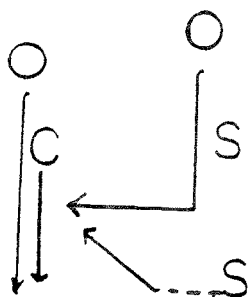
CURL



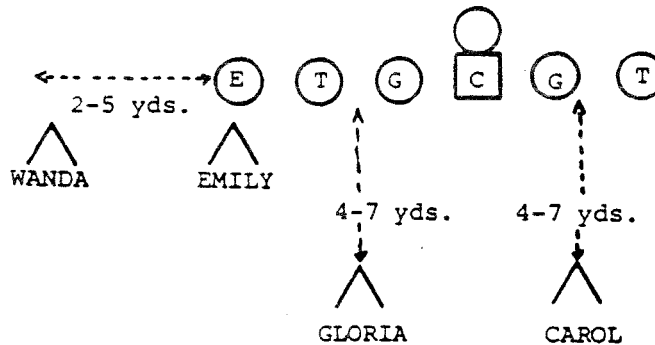
DELAY







SAFETY ALIGNMENTS



1. Wanda (Wide) - SS alignment on LOS, 2-5 yds. outside TE
2. Emily (on End) - SS alignment on TE on LOS - OLB moves to 8 technique
3. Gloria (on Guard) - SS alignment approximately over guard to TE side, 4-7 yds. deep
4. Carol (weakside) - WS alignment 4-7 yds. deep on weakside

Wanda, Emily, Gloria, Carol can be added to a call to give an alignment.
Play normal responsibility of the call from designated alignment.

DOUBLE COVERAGE CALLS (Pro/Slot)

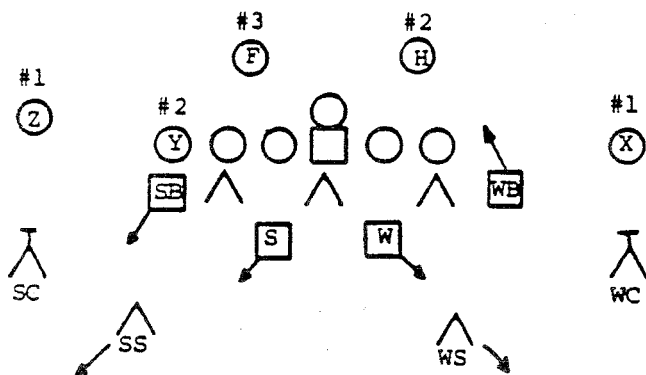
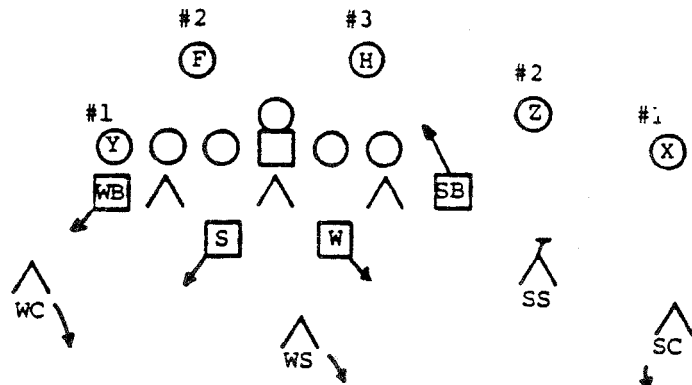
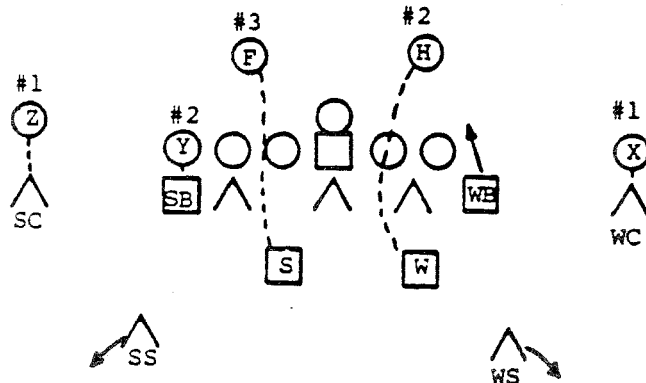
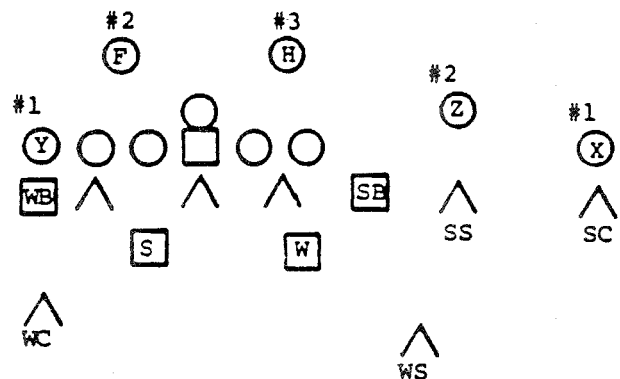
In the huddle, the defensive signal caller will give a double coverage call.
(Example: "Cover 2/3")

The 1st digit (2) indicates the coverage we will play against any pro formation. We will use our standard adjustments against any variation of pro formation.

The 2nd digit (3) indicates the coverage we will play against any slot/twin formation. We will use our standard adjustments against any variation of slot/twin formation.

We will use double coverage calls in our defense to cover motion, adjust better to slot/twin formation, and to cover outstanding receivers. In most, but not all cases, the double coverage enables our front 7 defenders to maintain constant run responsibilities and constant pass rush lanes.

CP: Safeties/Sam - At the line, call the coverage first, not strength.
Vs. COS movement, recall the coverage.

EXAMPLES OF DOUBLE COVERAGE CALLS"Stack Cover 2/3""2""3""Reduced Cover 5/6""5""6"

TRIPLE CALLS (Vs. 1 Back Offense 2/2 - 3/1)

In the huddle, the defensive signal caller will give a triple coverage call.
(Example: "Triple Call - Cover 2/7")

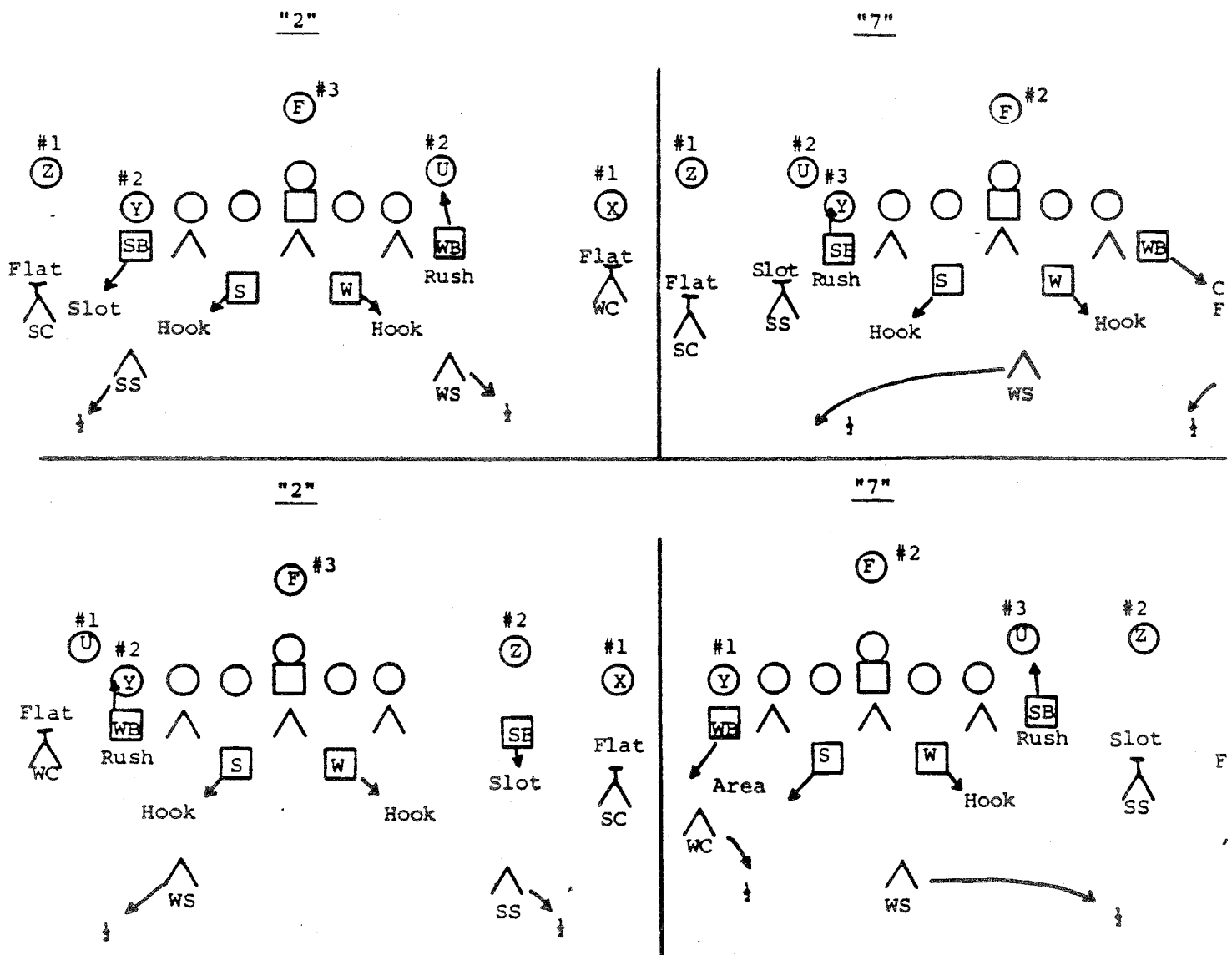
The 1st digit indicates the coverage we will play against any 2/2 formation.
We will use our standard adjustments against any variation of 2/2 formation.

The 2nd digit indicates the coverage we will play against any 3/1 formation.
We will use our standard adjustments against any variation of 3/1 formation.

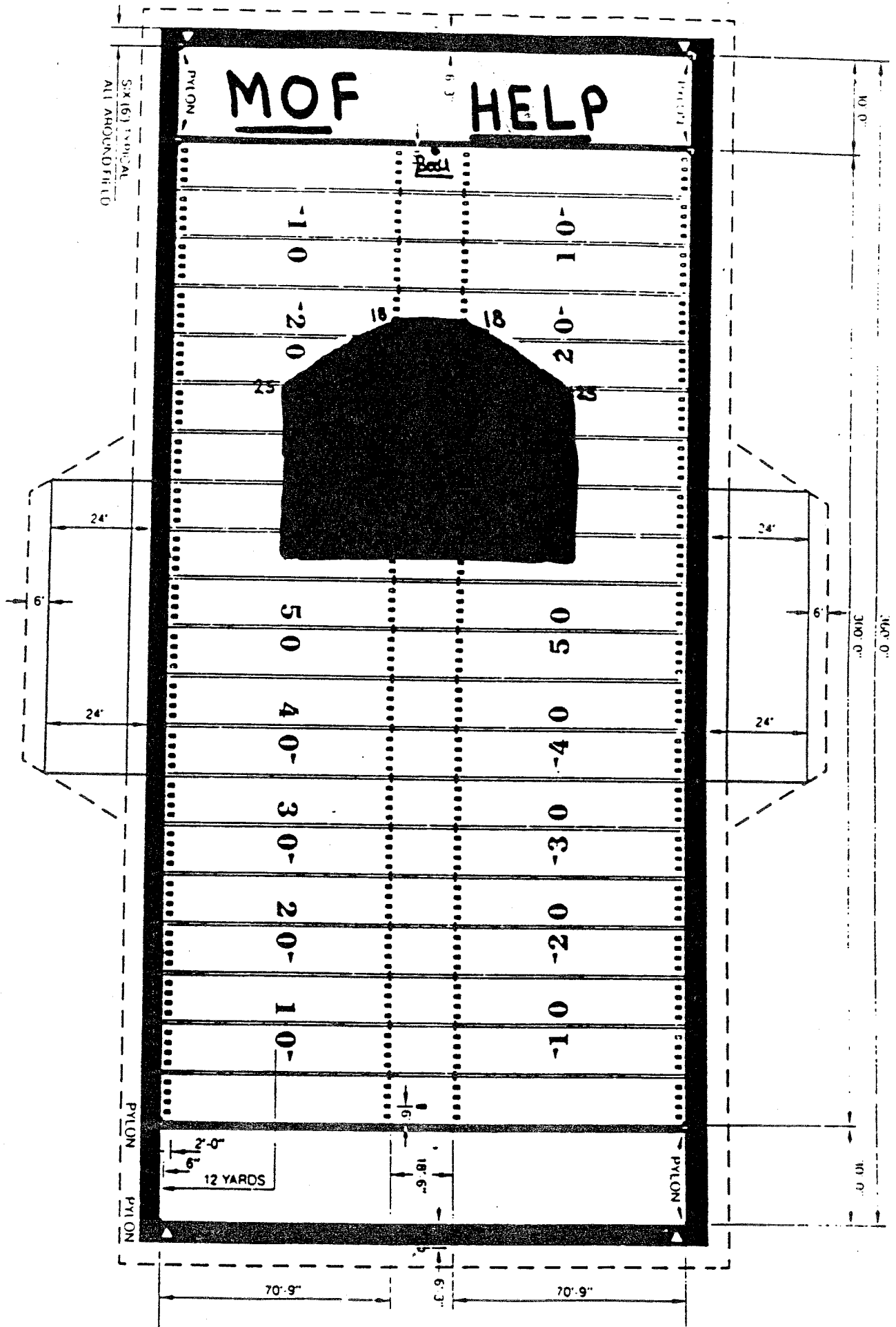
We will use triple calls against a 1 back offense to adjust better to
formation changes. This will enable us to maintain good force and cover
the most threatening receivers.

EXAMPLES OF TRIPLE CALLS

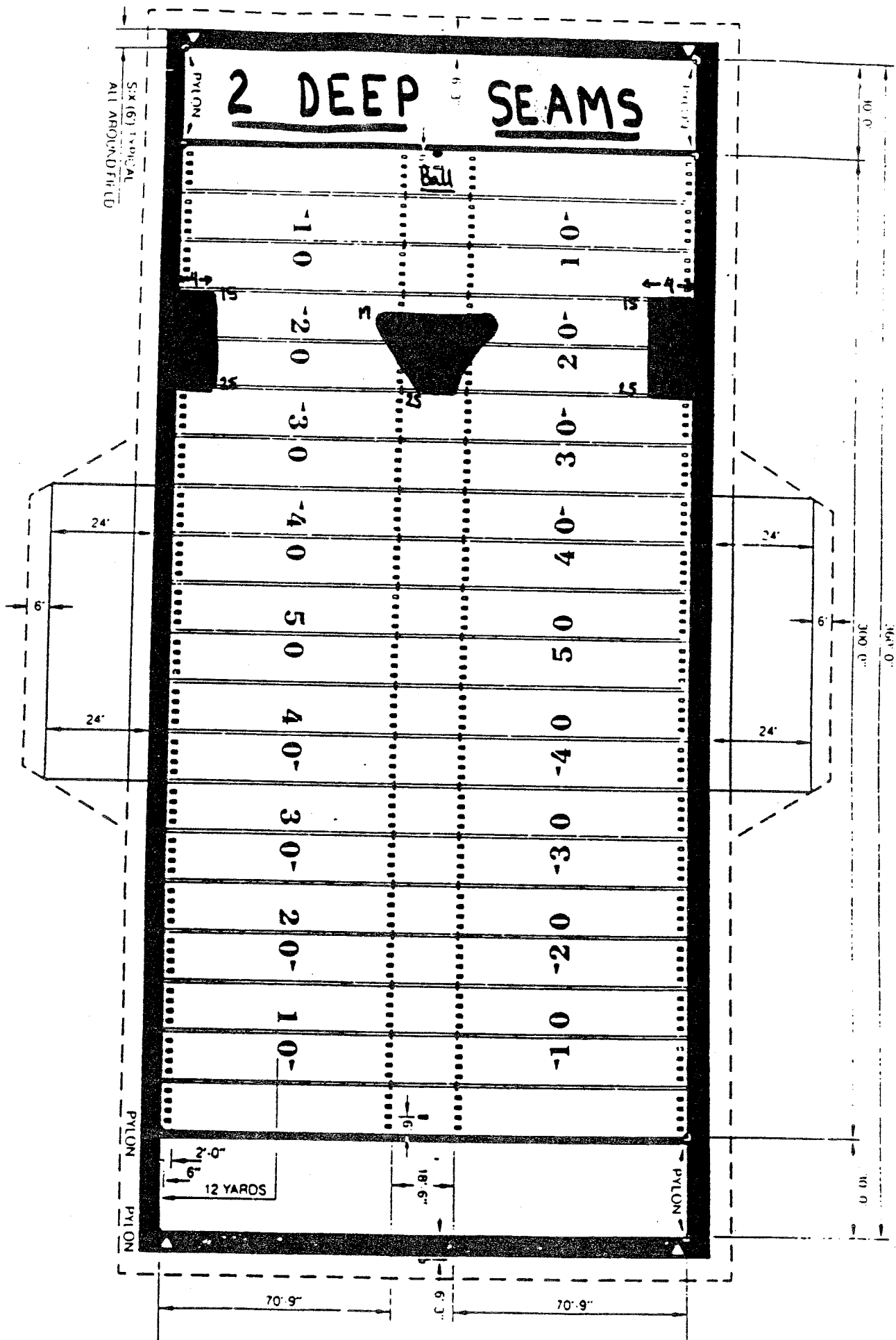
"Stack Cover 2/7"



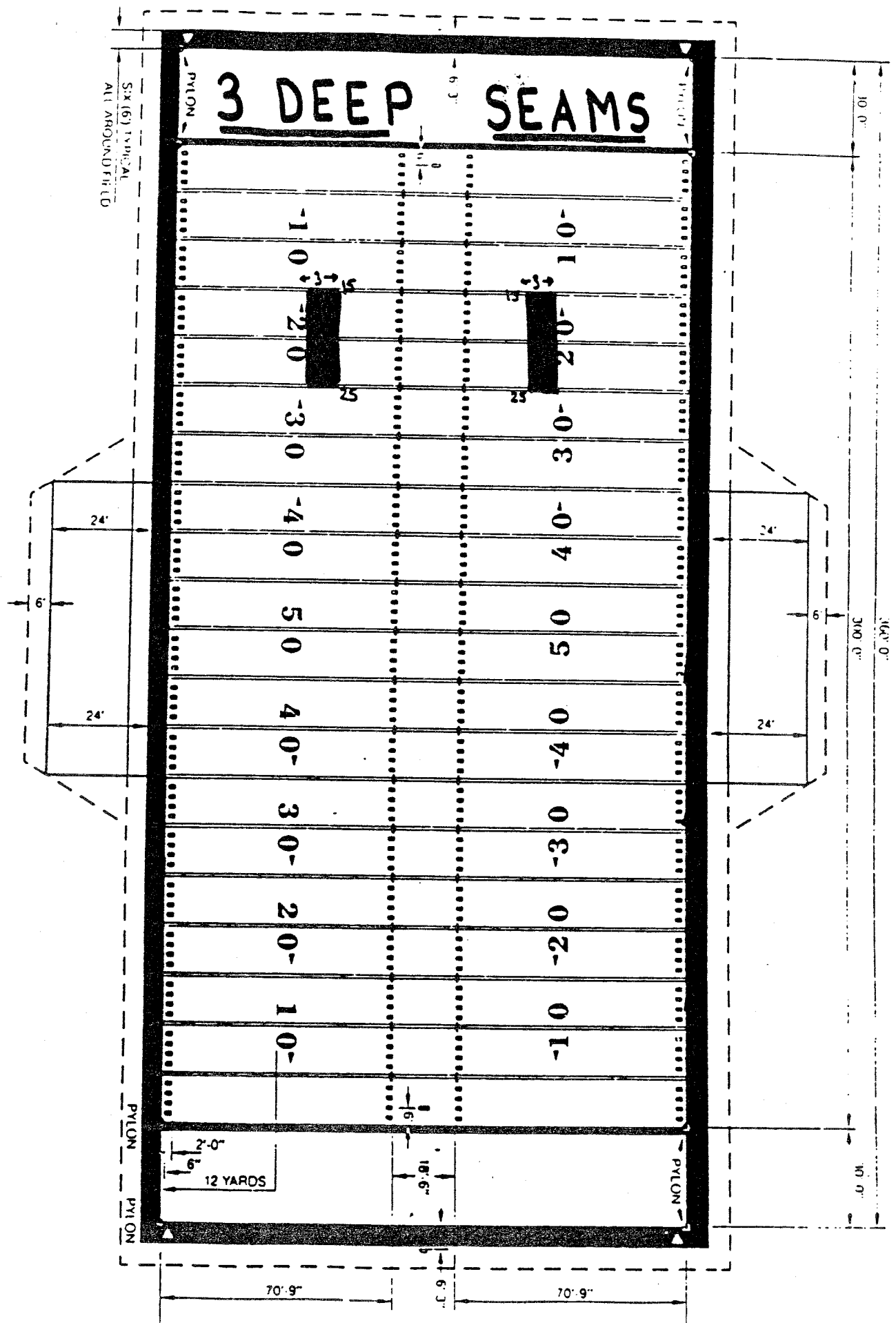
Plan of the Playing Field



5. Plan of the Playing Field



Plan of the Playing Field



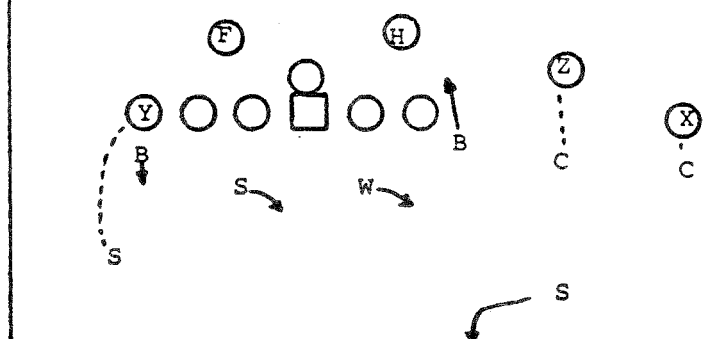
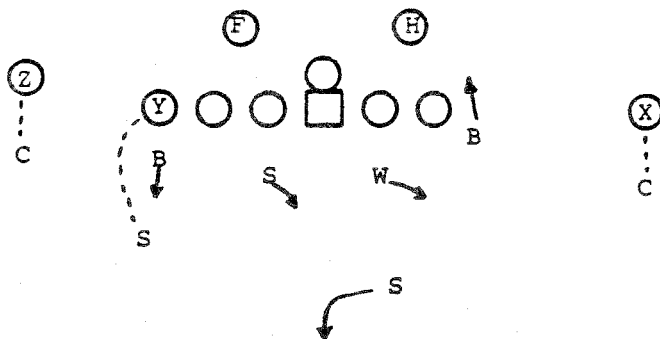
MATCH-UP COVERAGE

Corners are responsible for lining up on the wide receivers. If both wide receivers are on the same side (slot/twin), both corners are together (corners over vs. slot). Linebackers and safeties have the same coverage on pro and slot. Match-up coverage is used in order to get good coverage against the opponents' wide receivers and to minimize adjustments for our linebackers and safeties.

1.

Cover #1 Funnel Match-up

2



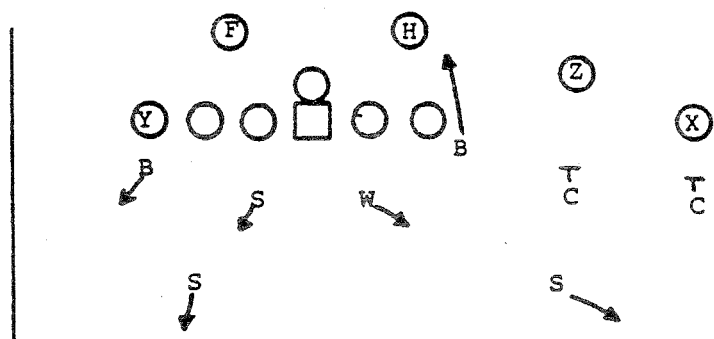
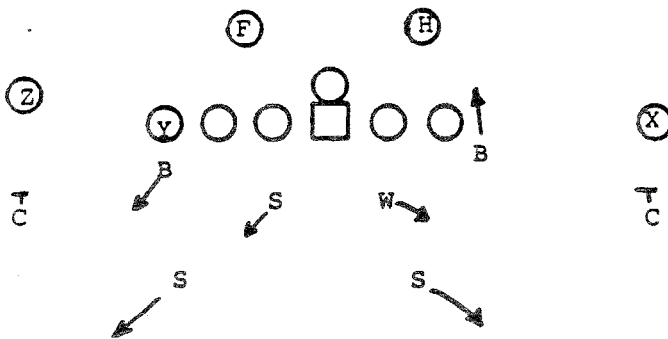
3.

Cover #2

Cover #2/7 Match-up

Cover #7

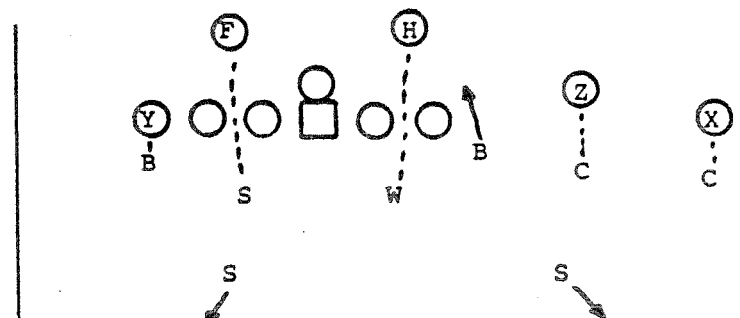
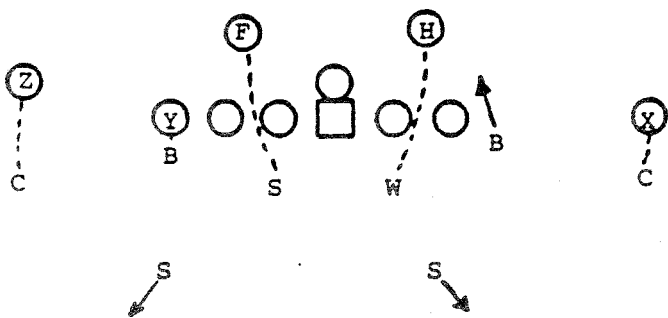
4



5.

Cover #5 Match-up

6



LINEBACKER STUNTS AND GAMESRun Stunts with End

Rip
Ram
Slam
Stuff

Run Stunts with Nose

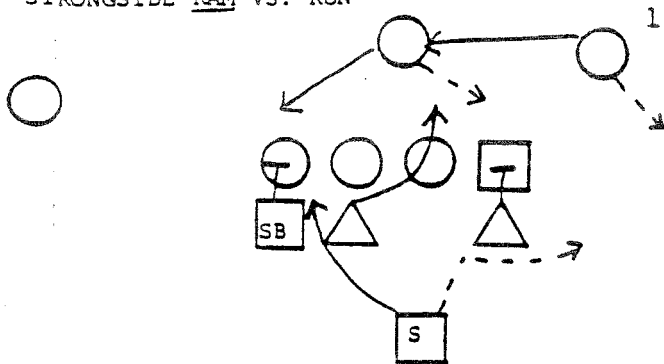
Lucky/Ringo
Bandit

Pass Stunts

Loop
X
Scrape
Bullit
Sammie
Willie
Sink It

RAM (CALL BY ILB)

STRONGSIDE RAM VS. RUN



CP - In order to have Ram call OLB to call side must be off (Blue - Red, etc.)

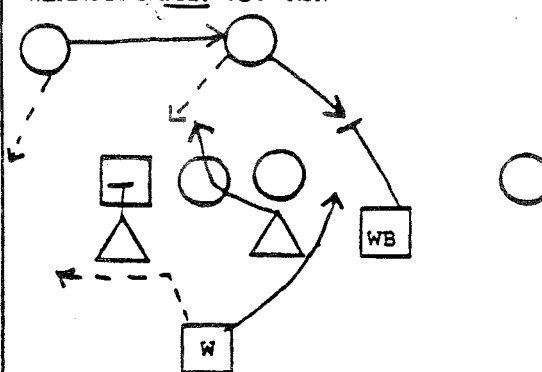
OLB - Normal 6 or 9 Technique.

END - Rip Technique.

SAM - Same as Rip.

NOSE - O Technique.

WEAKSIDE RAM VS. RUN



CP - In order to have Ram call OLB to call side must be off (Blue-Red, etc.)

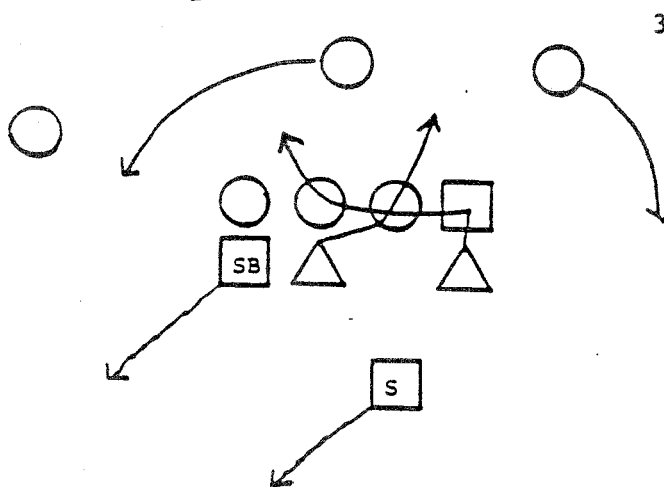
OLB - 9 Technique. (Force)

END - Rip Technique.

WILL - Same as Rip.

NOSE - O Technique.

STRONGSIDE RAM VS. PASS



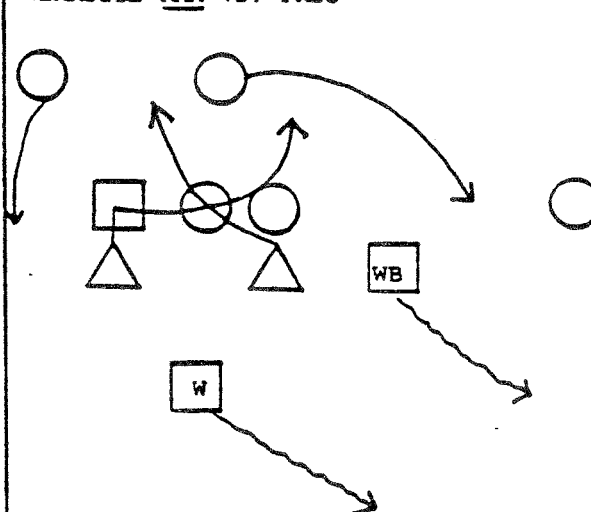
OLB - Coverage called.

END - Rip Technique.

SAM - Coverage called.

NOSE - Engage and contain rush strongside. Automatic You game.

WEAKSIDE RAM VS. PASS



OLB - Coverage called.

END - Rip Technique.

WILL - Coverage called.

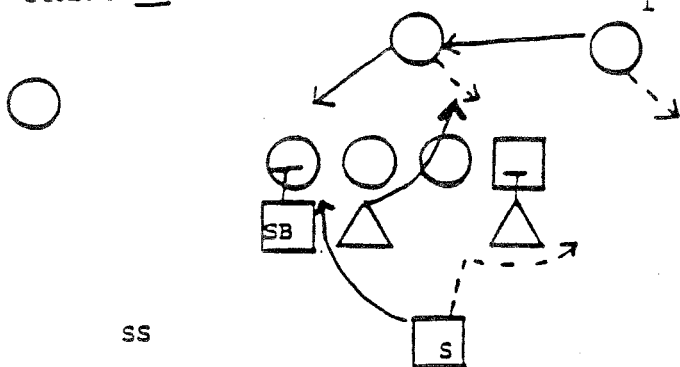
NOSE - Engage and contain rush weakside. Automatic You game.

RIP (CALL BY ILB)

(Run Stunt)

STRONG RIP VS. RUN

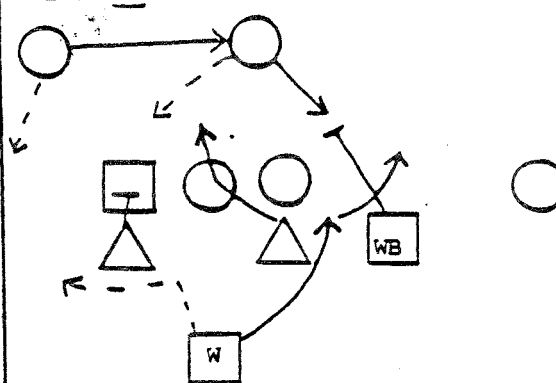
1



- CP - In order to have Rip call OLB on the call side must be on and coming (green).
- OLB - Normal 6 Technique, cutback.
- END - Rip Technique.
- SAM - No direct read - Scrape on Flow to you, normal on Flow away - Slow read Fan block.

WEAK RIP VS. RUN

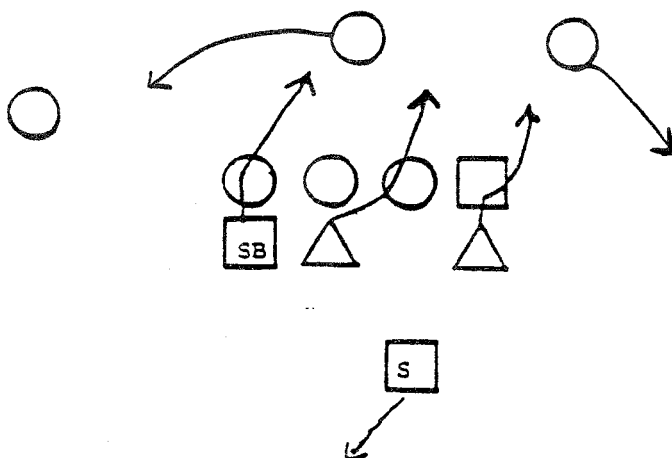
2



- CP - In order to have a Rip call OLB on call side must be on and coming (green).
- OLB - Normal 6 Technique open side, cutback.
- END - Rip Technique.
- WILL - No direct read - Scrape on Flow to you normal on Flow away - Slow read Fan Block.

STRONG RIP VS. PASS

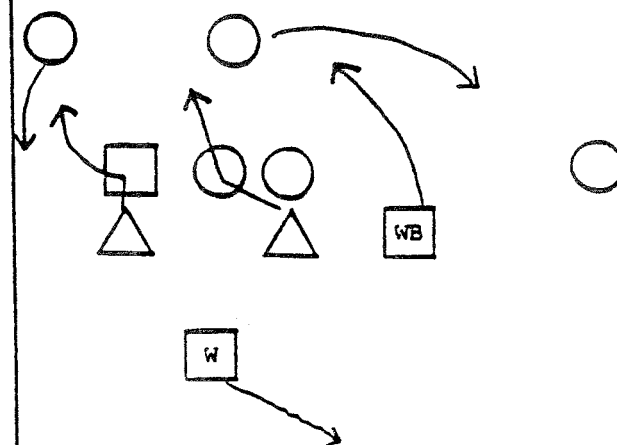
3



- OLB - Contain - Rush
- END - Rip Technique - Rush across Fan Block.
- SAM - Coverage called.

WEAK RIP VS. PASS

4

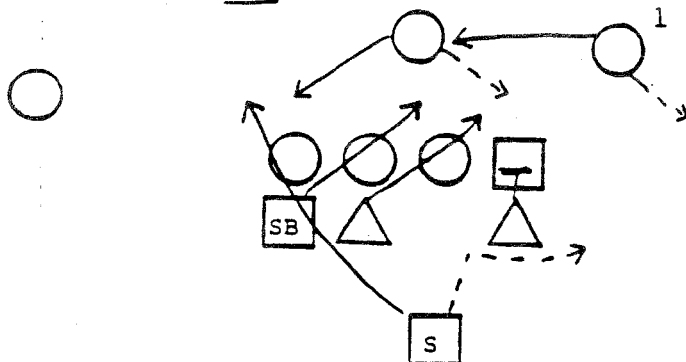


- OLB - Contain Rush
- END - Rip Technique - Rush across Fan block.
- WILL - Coverage called.

SLAM (CALL BY ILB)

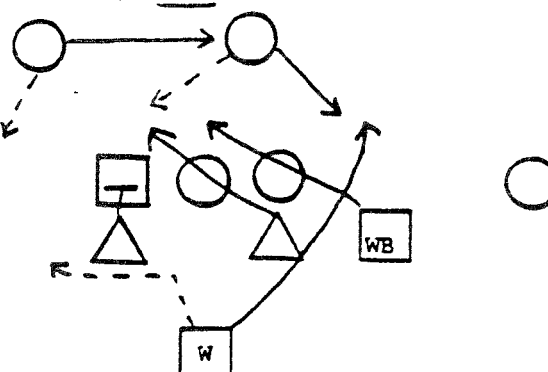
(Run Stunt)

STRONGSIDE SLAM VS. RUN



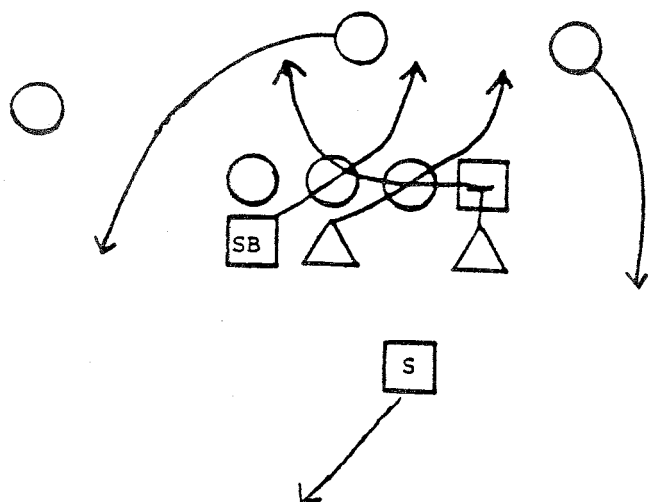
- CP - In order to have a Slam call OLB must be on and coming (green) call side.
- OLB - Line up in 6 - Penetrate C gap working to B gap.
- END - Rip Technique - Aim for guards hip - Work across Gut or Fan block.
- SAM - No direct read - Read fast on Flow to, normal on Flow away.
- NOSE - "O" Technique

WEAKSIDE SLAM VS. RUN



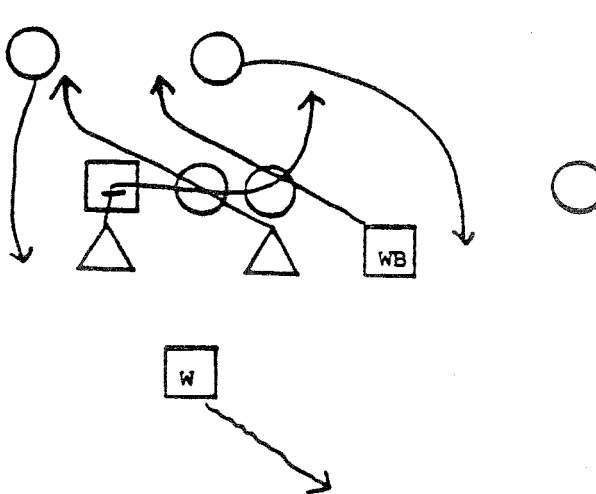
- CP - In order to have a Slam call OLB must be on and coming (green) call side.
- OLB - Same as Slam Strong.
- END - Same as Slam Strong
- WILL - No direct read - Read fast on Flow to, normal on Flow away.
- NOSE - "O" Technique.

STRONGSIDE SLAM VS. PASS



- OLB - Inside rusher strongside - Rush inside OT if he blocks on you.
- END - Rip Technique - Inside rusher weak side.
- SAM - Coverage called.
- NOSE - Engage and contain rush strong.

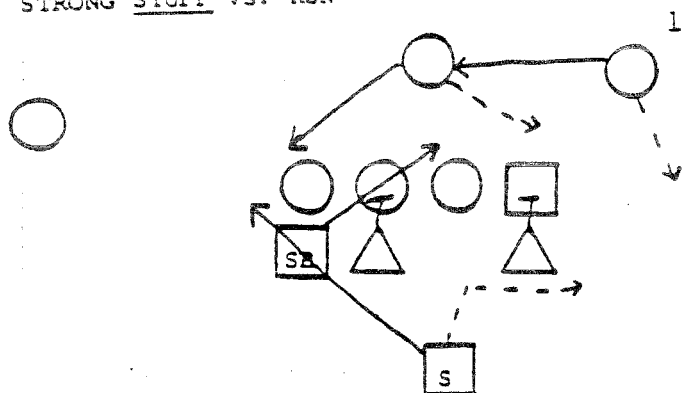
WEAKSIDE SLAM VS. PASS



- OLB - Inside rusher weakside - Rush inside OT if he blocks on you.
- END - Rip Technique - Inside rusher strongside.
- WILL - Coverage called.
- NOSE - Engage and contain rush weakside.

STUFF (CALL BY OLS) (RM 3717)

STRONG STUFF Vs. RUN



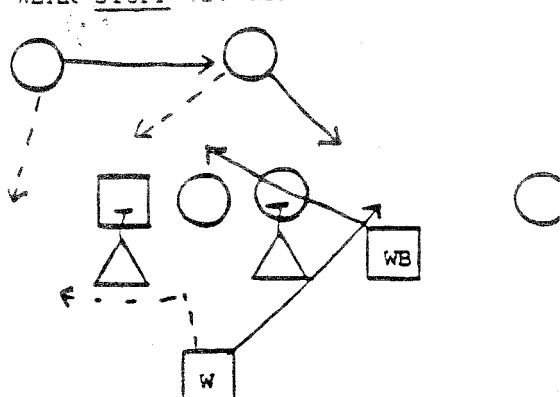
C.P. - In order to have stuff call OLB on the call side, must be on and coming (green). Will only be run with YFlex.

OLB - Same as "Slam".

END - 4 technique - Chase if cutoff block
and Flow away.

SAM - Fast read on Flow to, slow play Fan
block - Normal read on Flow away.

WEAK STUFF Vs. RUN



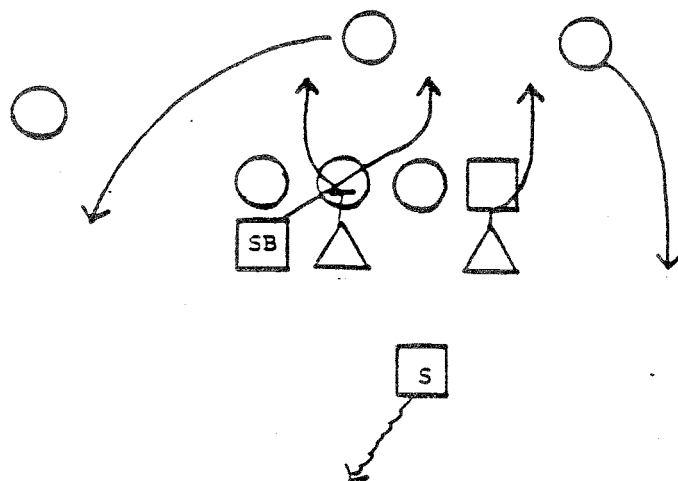
C.P. - In order to have stuff call OLB on the call side, must be on and coming (green)

OLB - Same as "Slam".

END - Same as S.E.

WILL - Same as SAM.

STRONG STUFF Vs. PASS



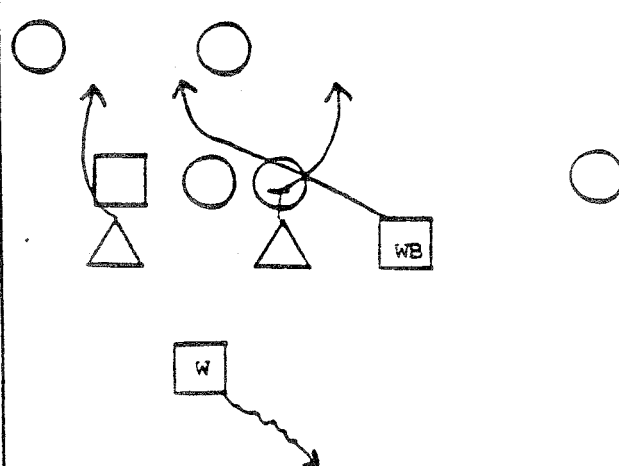
C.P. - Same as above.

OLB - Same as "Slam".

END - Contain rush.

SAM - Coverage called.

WEAK STUFF Vs. PASS



C.P. - Same as above.

OLB - Same as "Slam".

END - Contain rush.

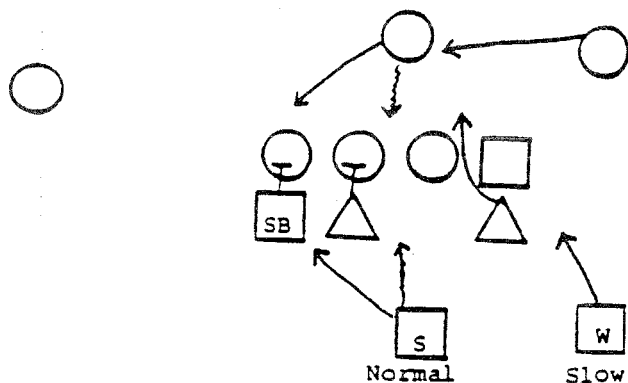
WILL - Coverage called.

(RUN STUNT)

LUCKY AND RINGO (CALL BY INSIDE LB TO NOSE TACKLE)

LUCKY (Vs. Run Strong)

1



C.P. - Lucky means Nose Tackle will slant left

END - 4 Technique

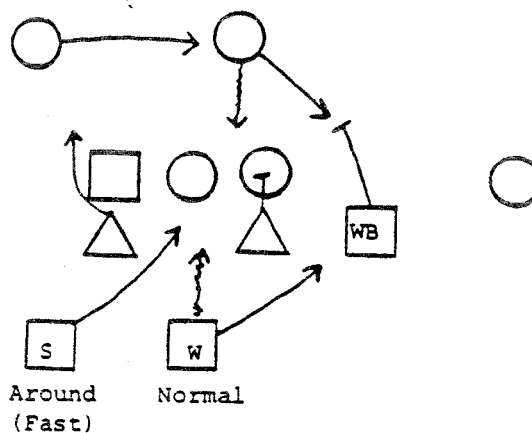
NOSE - Lucky Technique

SAM - Read Normal on Flow to you, go around Nose tackle on Flow away (Fast).

WILL - Normal on Flow to you, slow on Flow away.

LUCKY (Vs. Run Weak)

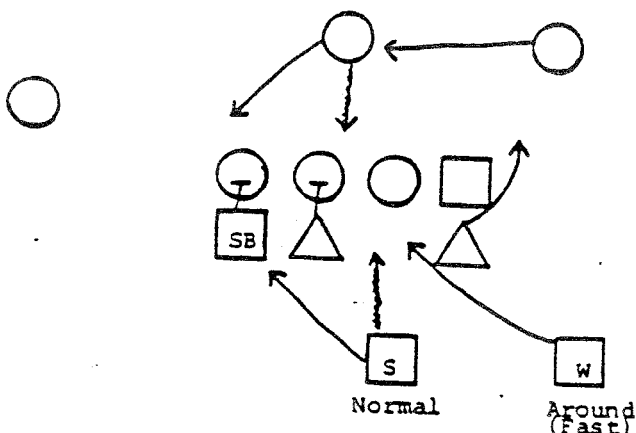
2



(This is a Run Stunt)

RINGO (Vs. Run Strong)

3



C.P. - Ringo means Nose Tackle will slant right.

END - 4 Technique

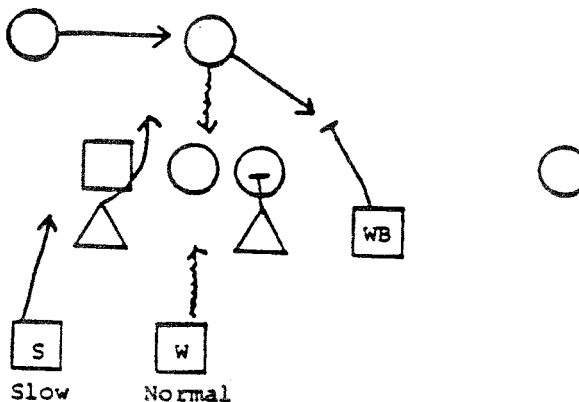
NOSE - Ringo Technique

SAM - Read normal on Flow to you, slow on Flow away.

WILL - Read normal on Flow to you, fast on Flow away around Nose.

RINGO (Vs. Run Weak)

4



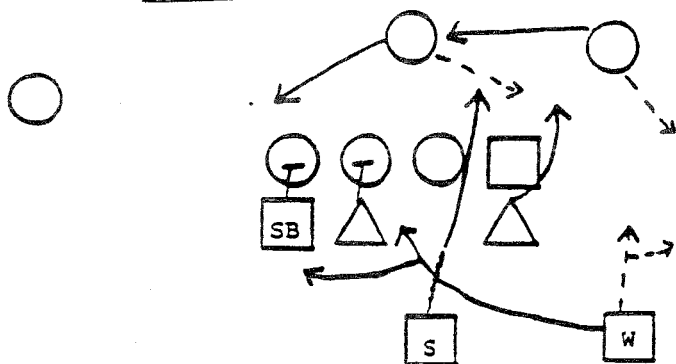
(This is a Run Stunt)

BANDIT (CALL BY INSIDE LB WITH NOSE)

(RUN STUNT)

STRONG BANDIT Vs. RUN

1



C.P. - In order to have a Bandit strongside, Sam must be in rush.

END - 4 technique.

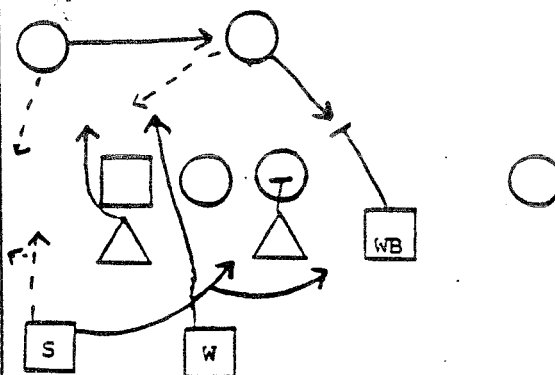
SAM - Penetrate near A Gap.

NOSE - Ringo technique.

WILL - Normal read on Flow to (think outside unless guard on NT) - Fast read on Flow away (B Gap).

WEAK BANDIT Vs. RUN

2



C.P. - In order to have a Bandit weakside, Will must be in rush.

END - 4 technique.

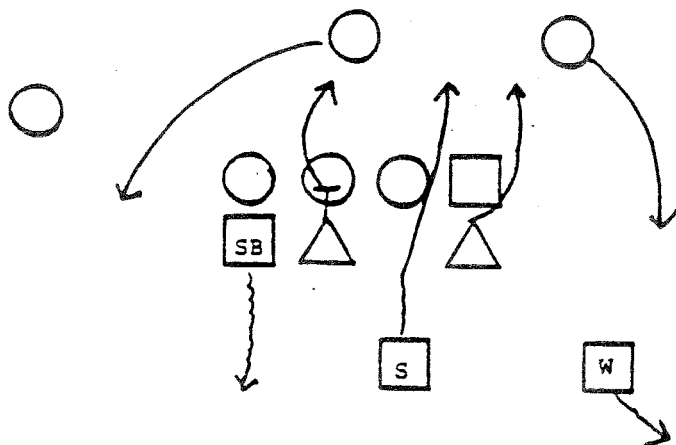
WILL - Penetrate near A Gap.

NOSE - Lucky technique.

SAM - Same as WILL.

STRONG BANDIT Vs. PASS

3



C.P. - Same as above.

END - 4 technique - Contain rush (blue call)

SAM - Penetrate near A Gap - inside rusher strong.

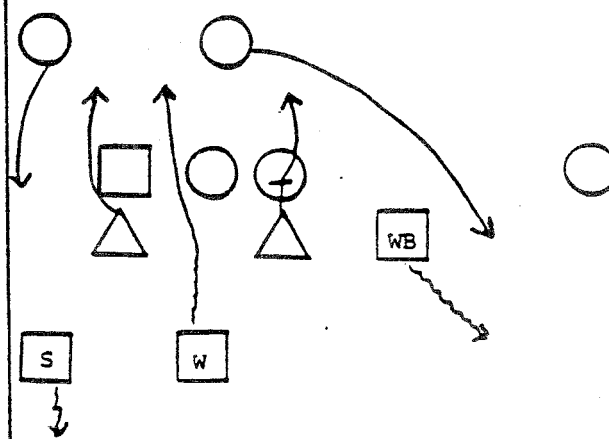
NOSE - Ringo technique - inside rusher weak.

WILL - Coverage called.

S.B. - Coverage called.

WEAK BANDIT Vs. PASS

4



C.P. - Same as above.

END - Same as S.E.

WILL - Penetrate near A Gap - inside rusher weak.

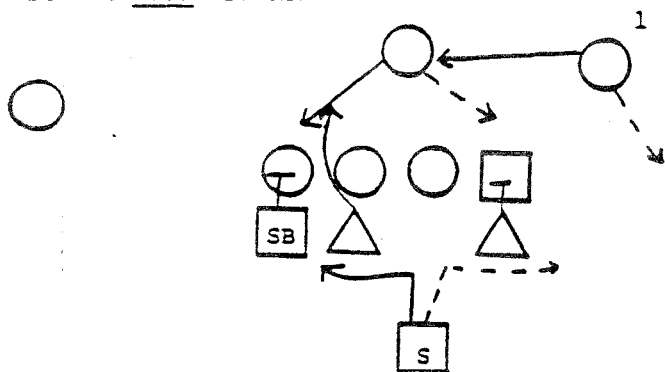
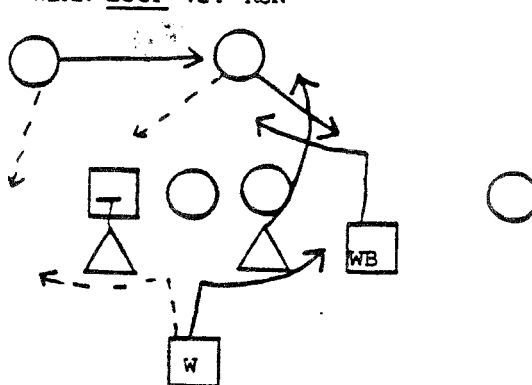
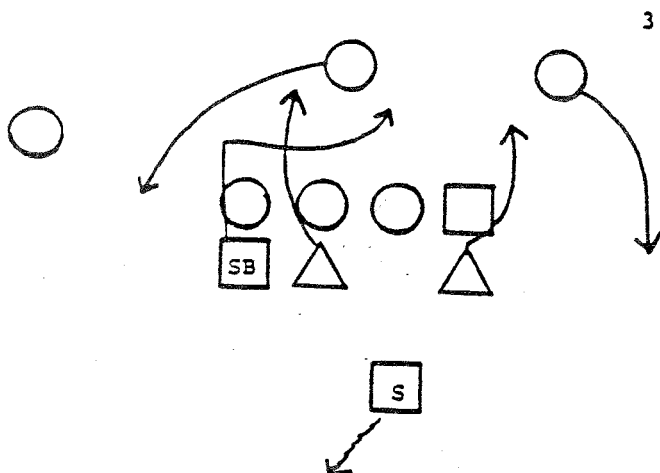
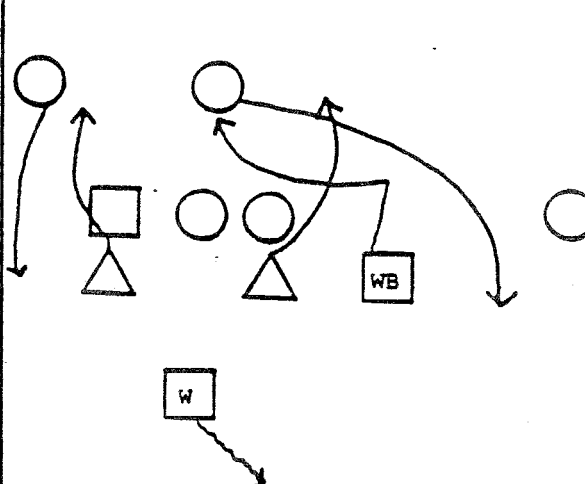
NOSE - Lucky technique - inside rusher stro

SAM - Coverage called.

W.B. - Coverage called.

LOOP (CALLS BY OUTSIDE LB)

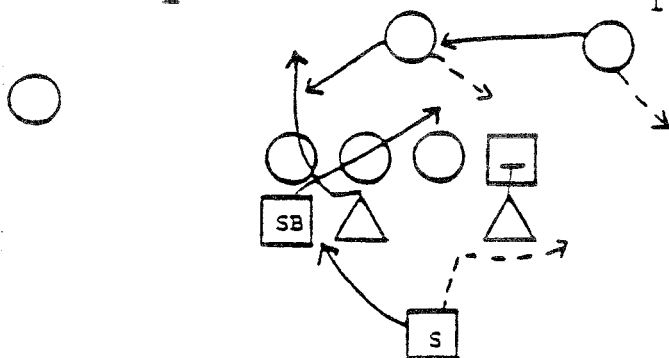
(PASS STUNT)

STRONG LOOP Vs. RUNC.P. - OLB must be on and coming (green).OLB - 6 technique. Normal Vs. run.END - Penetrate 5 Gap - use speed or slap upper cut technique.SAM - Normal read - think inside.WEAK LOOP Vs. RUNC.P. - OLB must be on and coming (green).OLB - Start upfield - run Loop stunt - cutback responsibility.END - Penetrate 5 Gap - use speed or slap upper cut technique - keep all runs inside - force responsibility.WILL - Normal read - think inside.STRONG LOOP Vs. PASSOLB - Rush upfield 2 to 4 steps and come inside behind End.END - Penetrate 5 Gap - use speed or slap upper cut technique.SAM - Coverage called.WEAK LOOP Vs. PASSOLB - Same as S.L.B.END - Same as S.E.WILL - Coverage called.

X (CALL MADE BY OLB)

STRONG X Vs. Run

1



C.P. - In order to have an "X" OLB must be on and coming (green)

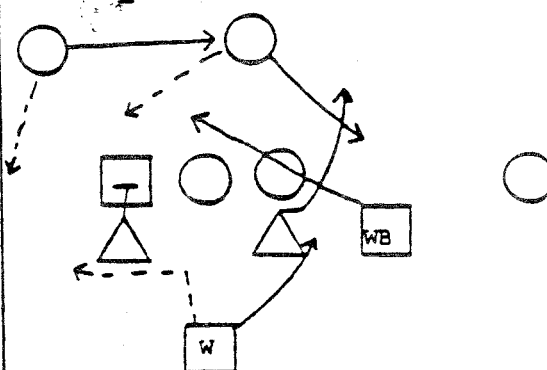
OLB - Same as "Slam"

END - Lateral step with outside foot, let OLB clear - Work upfield - You are Contain - Chase on plays away

SAM - Same as "Rip"

WEAK X Vs. Run

2



C.P. - In order to have an "X" OLB must be on and coming (green)

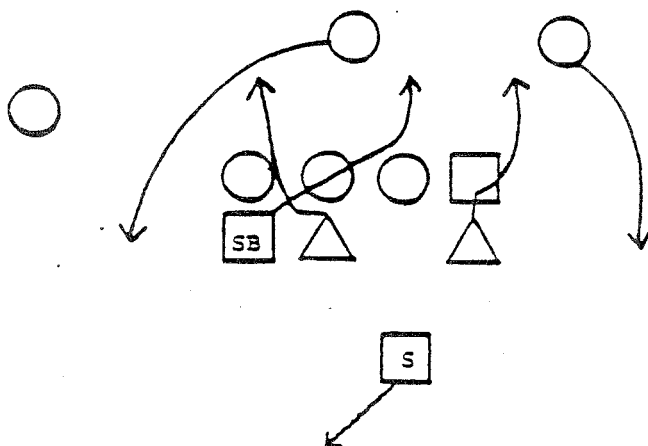
OLB - Same as "Slam"

END - Same as S.E.

WILL - Same as Sam

X Vs. Pass

3



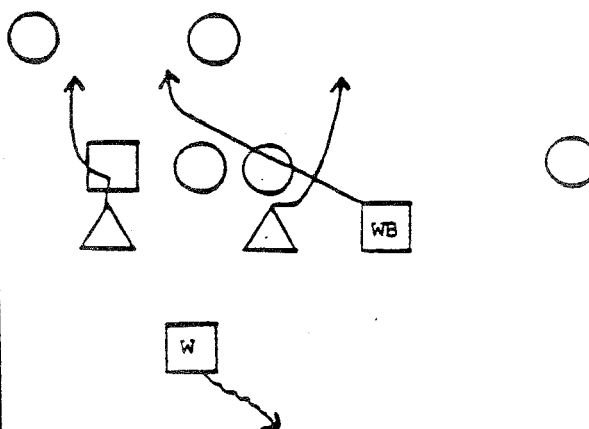
OLB - Same as "Slam"

END - Contain rush

SAM - Coverage called

X Vs. Pass

4



OLB - Same as "Slam"

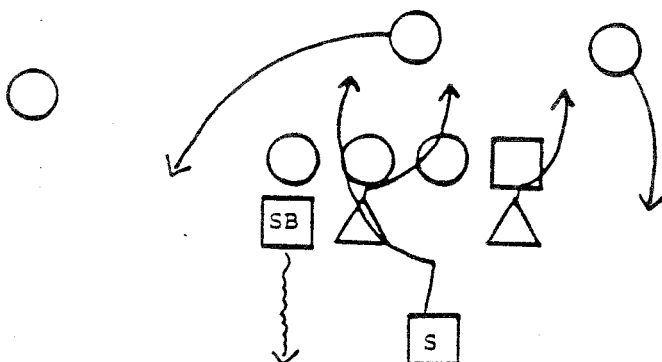
END - Contain rush

WILL - Coverage called

SCRAPE (CALL BY INSIDE LB) PASS GAME (PASS STUNT)

STRONG SCRAPE Vs. PASS

1



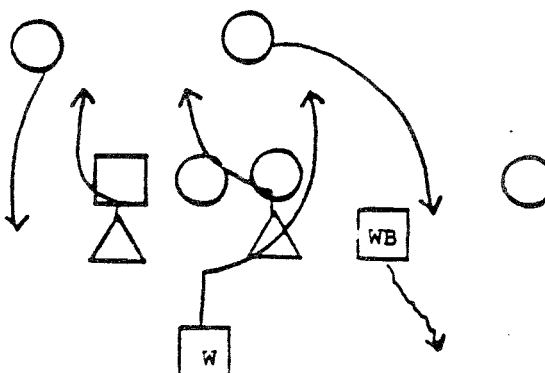
C.P. - In order to have Strong Scrape, Sam must be in rush - Can run "Up" or "Off" also can Read It.

SAM - Start at guard, scrape around end, contain rush.

END - Flash or engage OT - Penetrate B Gap - Work across Fan block - Inside rusher strong.

WEAK SCRAPE Vs. PASS

2



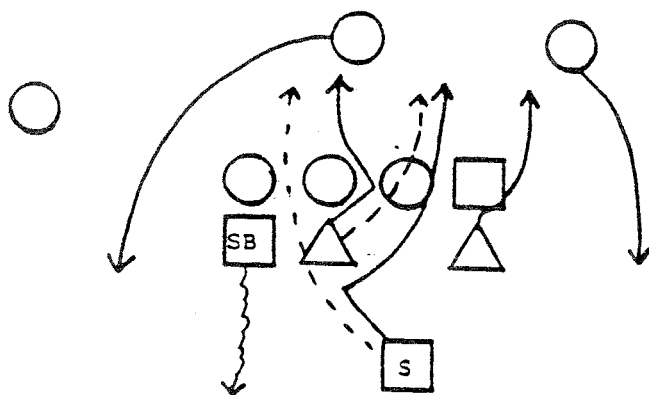
C.P. - In order to have a Weak Scrape, W must be in rush - Can run "Up" or "Off" also can Read It.

WILL - Start at guard, scrape around end, contain rush.

END - Flash or engage OT - Penetrate B Gap - Work across Fan block - Inside rusher weak.

STRONG SCRAPE (READ) Vs. PASS

3

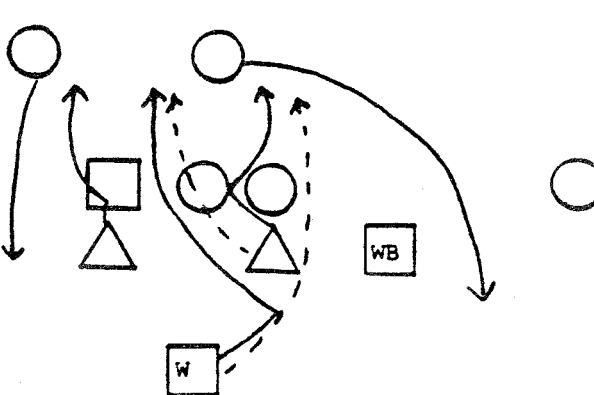
Man or Zone Blocking

SAM - Start to scrape, read guard, if guard comes out for you, continue. If guard blocks end, go back inside.

END - Rip for guard, if he pulls out, continue. If he blocks you, grab and fade outside.

WEAK SCRAPE (READ) Vs. PASS

4

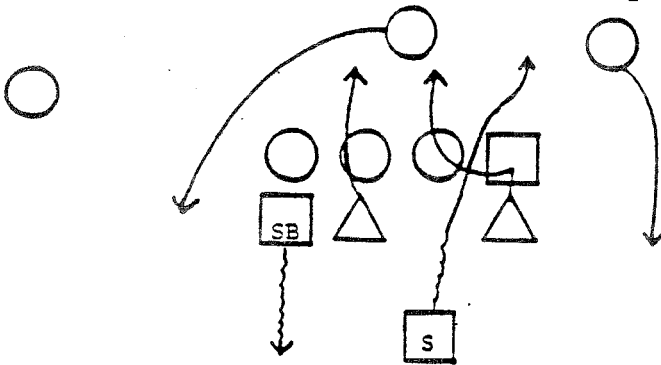
Man or Zone Blocking

WILL - Start to scrape, read guard, if guard comes out for you, continue. If guard blocks end, go back inside.

END - Rip for guard, if he pulls out, continue. If he blocks you, grab and fade outside.

STRONG BULLIT Vs. PASS

1



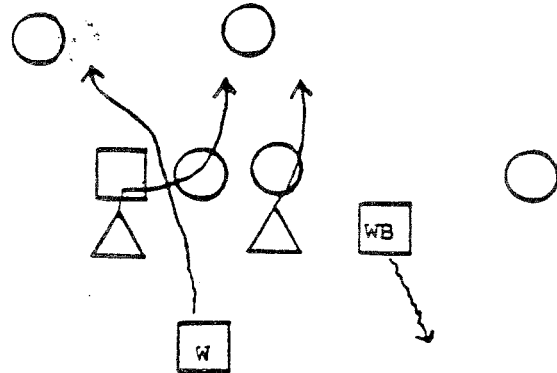
C.P. - In order to have strongside Bullit, Sam must be in rush. Can be run from "Up" or "Off".

SAM - Rush near A Gap working to far A Gap.

NOSE - Engage - let Sam clear, come back strong.

WEAK BULLIT Vs. PASS

2



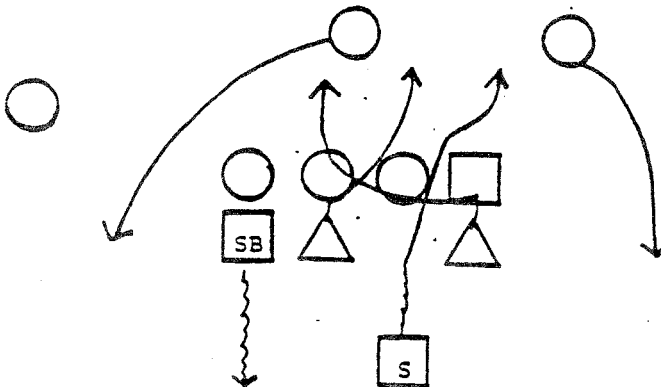
C.P. - In order to have weakside Bullit, Will must be in rush. Can be run from "Up" or "Off".

WILL - Same as SAM.

NOSE - Engage - let Will clear, come back weak.

STRONG BULLIT WITH YOU Vs. PASS

3



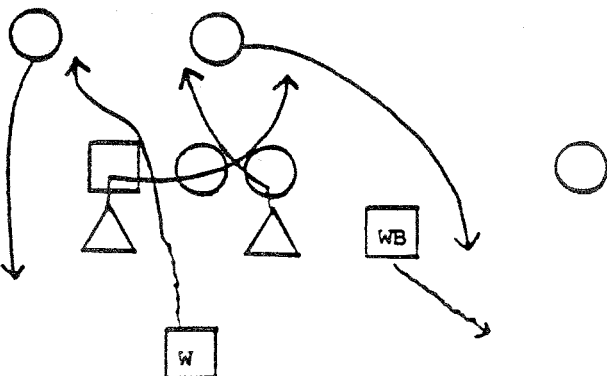
SAM - Same as Bullit.

END - You game.

NOSE - Flash or engage - let Sam & End clear, come around strong & contain.

WEAK BULLIT WITH YOU Vs. PASS

4



WILL - Same as Bullit.

END - You game.

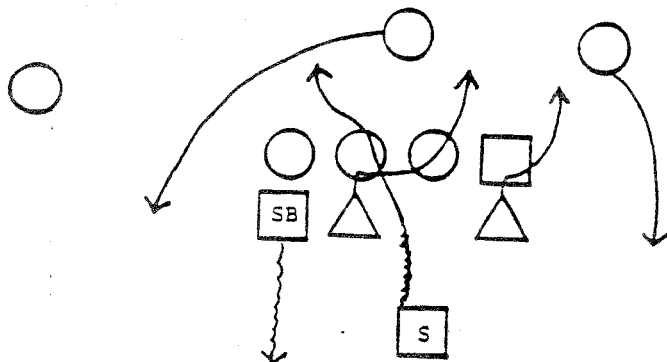
NOSE - Flash or engage - let end & backer clear, come around weak & contain.

SAMMIE & WILLIE (CALL BY ILB)

(PASS STUNT)

SAMMIE Vs. STRONGSIDE PASS

1



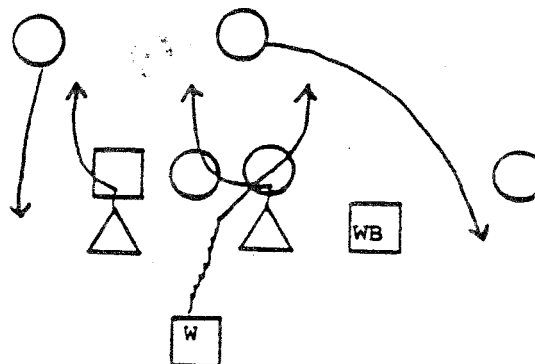
C.P. - In order to have a Sammie, Sam LB must be in the rush, can be run from "Up" or "Off".

SAM - Burro into inside shoulder of OT, pick him off, work for contain rush.

END - Engage OT - let ILB clear - come around - inside rusher strong.

WILLIE Vs. WEAKSIDE PASS

2



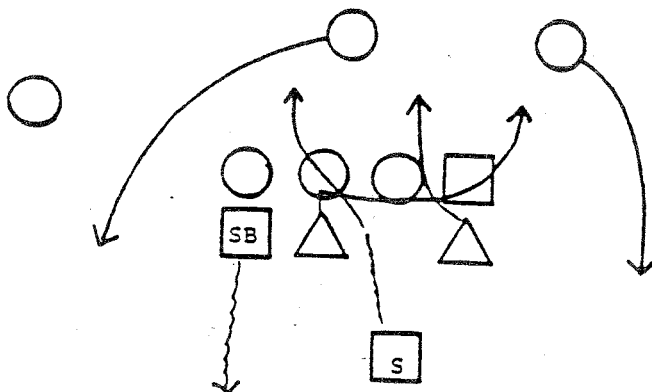
C.P. - In order to have a Willie, Will must be in the rush, can be run from "Up" or "Off".

WILLIE - Burro into inside shoulder of OT, pick him off, work for contain rush.

END - Engage OT - let ILB clear - come around - inside rusher weak.

SAMMIE WITH A "ME" - STRONGSIDE PASS

3



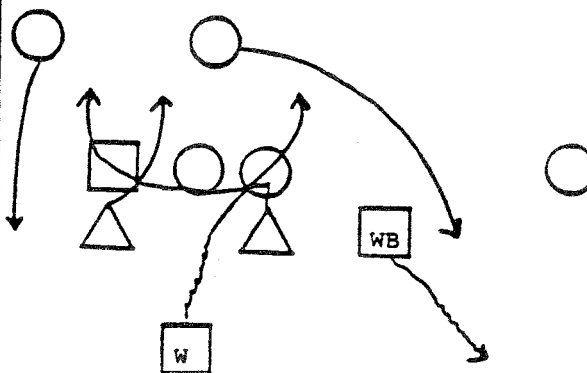
SAM - Same as Sammie.

END - Engage OT - let ILB and Nose clear - come around - inside rusher weak.

NOSE - "Me" game strong.

WILLIE WITH A "ME" - WEAKSIDE PASS

4



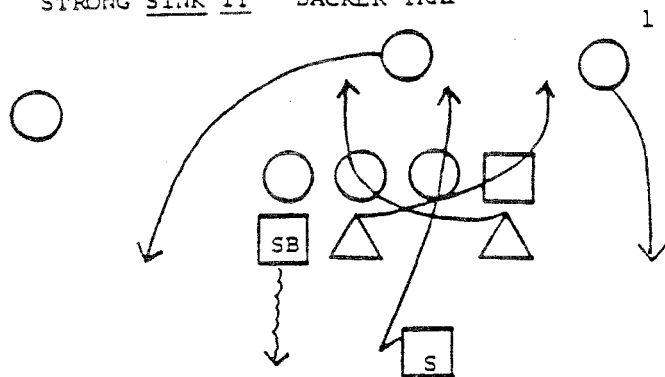
WILL - Same as Willie.

END - Engage OT - let ILB and Nose clear - come around - inside rusher strong.

NOSE - "Me" game weak.

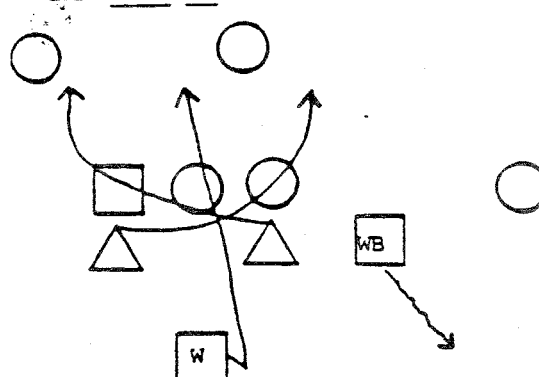
SINK IT WITH BACKER TRAP (LB MAKES CALL) (PASS STUNT)

STRONG SINK IT - BACKER TRAP



- C.P. - In order to run a Sink It with a Trap, Sam must be in rush.
- END - No Flash, go all way to center, be inside rusher weak.
- NOSE - Set off line a little, no flash, come around, be contain rush strong.
- SAM - Start short pass drop, let lineman clear, rush QB.

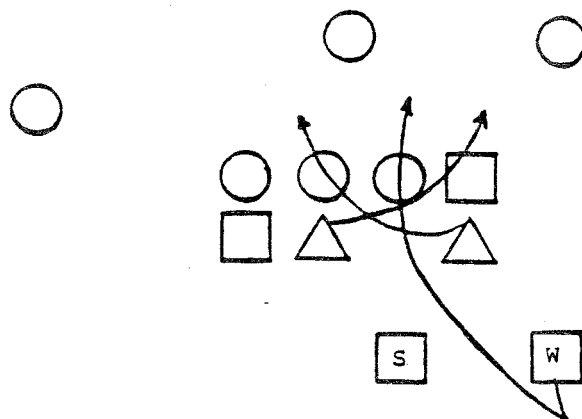
WEAK SINK IT - BACKER TRAP



- C.P. - In order to run a Sink It with a Trap Will must be in rush.
- END - No Flash, go all way to center, be inside rusher weak.
- NOSE - Set off line a little, no flash, come around, be contain rush strong.
- WILL - Start short pass drop, let lineman clear, rush QB.

STRONG SINK IT - BACKER TRAP

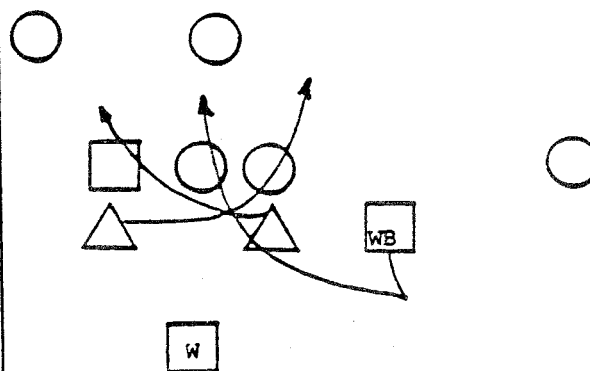
3.



- END - Strong Sink It
- NOSE - Strong Sink It
- WILL - Start short pass drop, let linemen clear, rush QB.

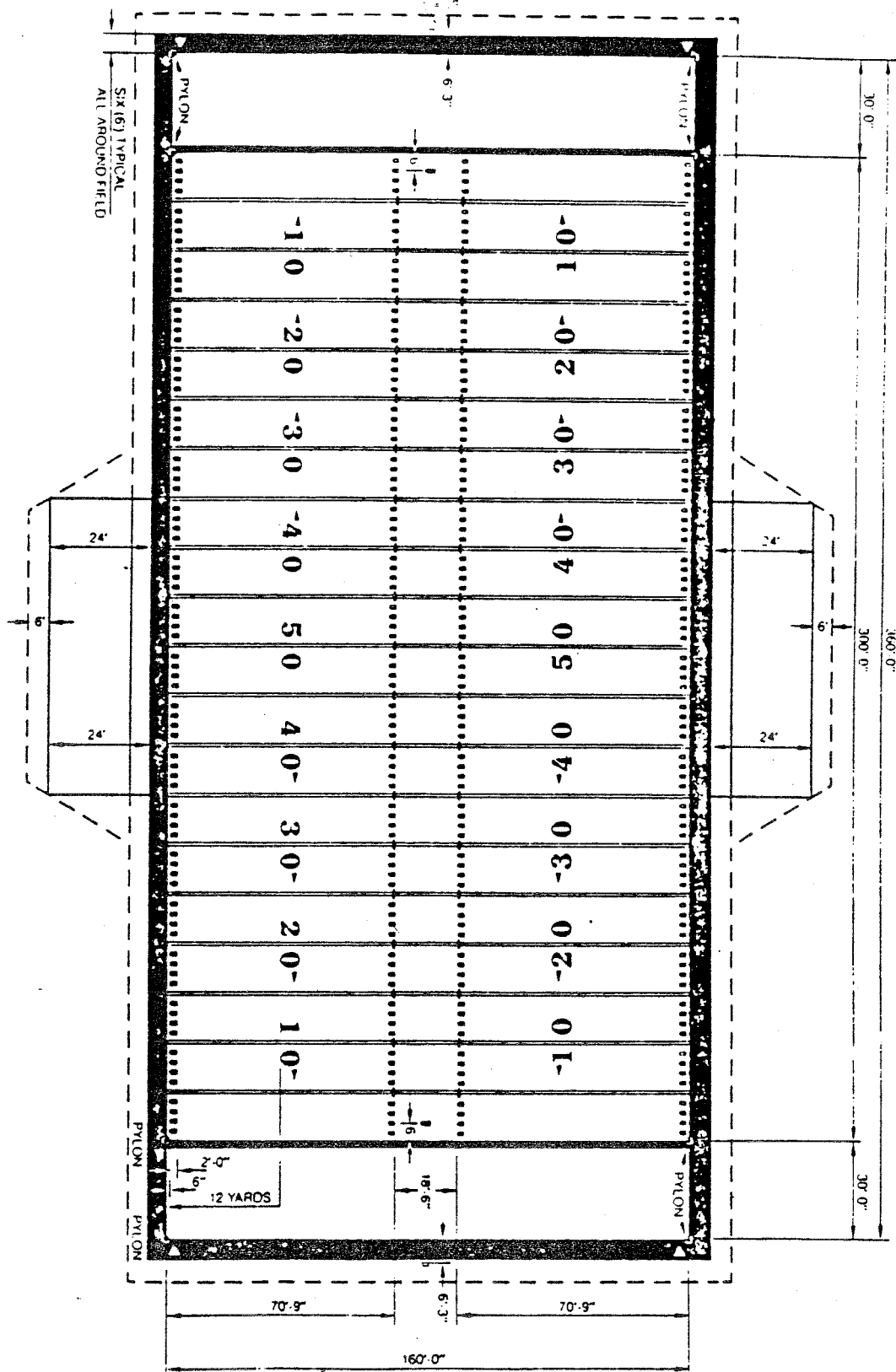
WEAK SINK IT - BACKER TRAP

4.

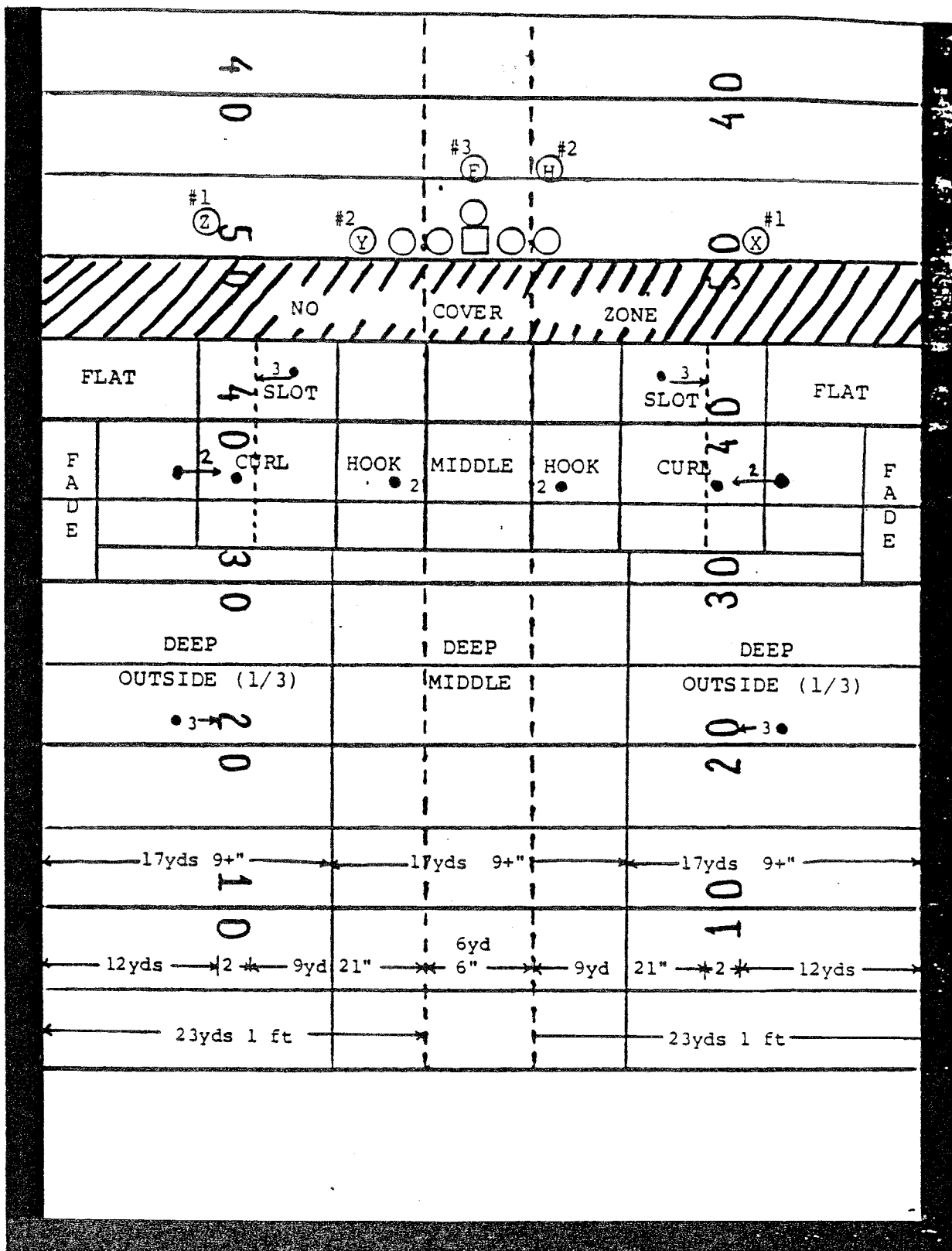


- END - Weak Sink It
- NOSE - Weak Sink It
- WEAK BACKER - Start short pass drop, let linemen clear, rush QB.

Plan of the Playing Field



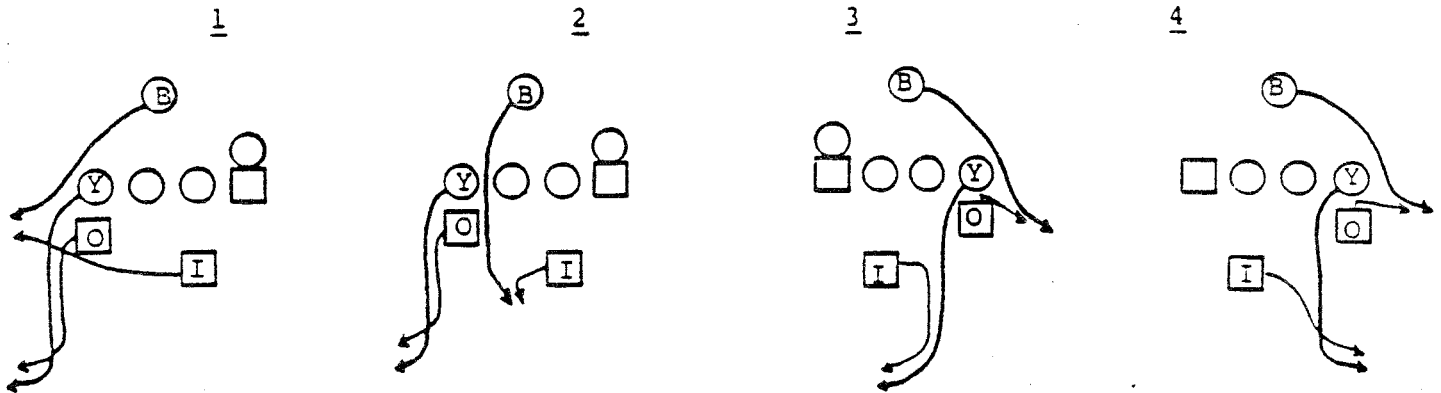
PASS DEFENSE AREAS



MAN/MAN PASS COVERAGE CALLS

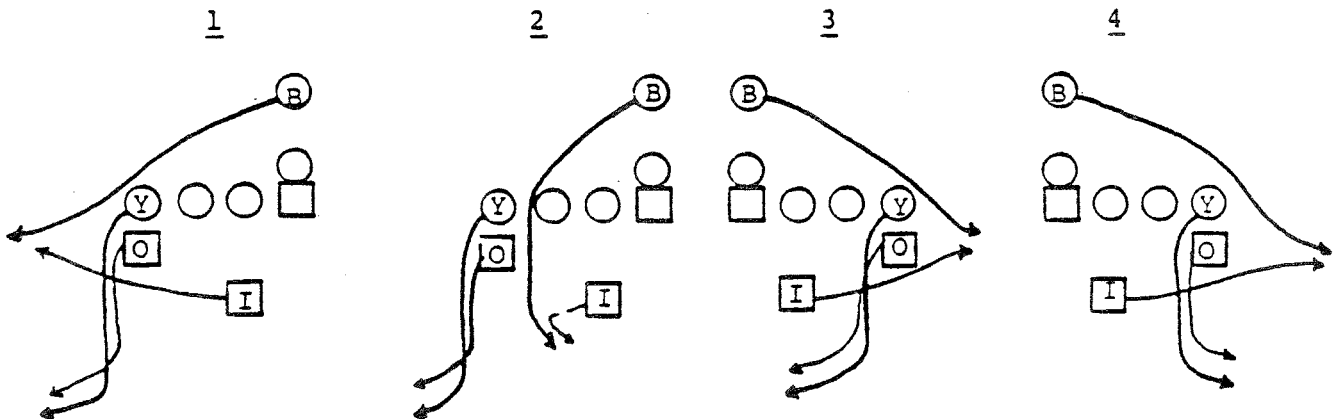
"Banjo" - A man/man pass defense call telling 2 linebackers to play man/man on 2 receivers based on their release.

This call usually involves an inside linebacker and an outside linebacker covering a back and a tight end. Coverage is based on the tight end's release. Inside linebacker covers tight end inside release and outside linebacker covers tight end outside.



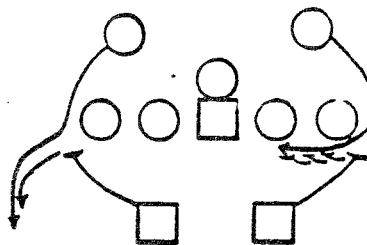
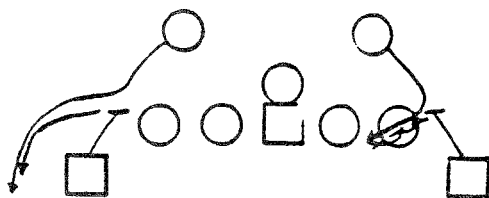
"Lock" - A man/man pass defense call telling 2 linebackers to play man/man on 2 receivers regardless of their release.

This call usually involves an inside linebacker and an outside linebacker covering a back and a tight end. Coverage is regardless of the tight end's release. Inside linebacker covers the inside receiver and outside linebacker covers the outside receiver.

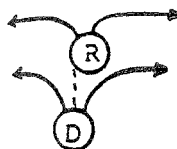
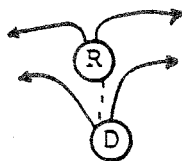


MAN/MAN PASS DEFENSE TECHNIQUES

1. TRAIL TECHNIQUE - A man/man pass coverage technique used by a defender with deep help. Defender will trail receiver on inside shoulder and break underneath of receiver's route.
- A. Approach: OLB - Establish inside position on the offensive side of the LOS. Reduce the area between yourself and defensive end so that the back cannot release inside.
- ILB - Take an inside/out angle that will allow you to junction the receiver as close as possible to the LOS. Maintain inside position through the junction so that the back cannot release inside.
- B. Junction: At the junction, you must be under control. Be in a well-balanced position, knees bent, ready to run. If you have an opportunity to collision the receiver, jam him with your hands. Do not lunge. Maintain inside out position. If the receiver tries to release inside, destroy his route - flatten him down LOS. If the receiver avoids you and releases outside, get into a trail position.



- C. Trail: A trail position is 1-2 yds. behind receiver on his inside shoulder. Concentrate on the receiver's hips, not his head. When the receiver's hips turn, drive underneath of the route, still concentrating on receiver for at least the first two steps.
- C.P. - Also be aware of receiver's body lean, arm position tipping cut, and chopping of feet.



○
Ball

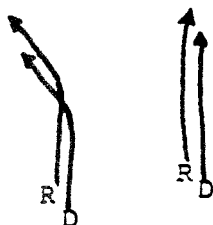
MAN/MAN PASS DEFENSE TECHNIQUES (continued)

D. In Stride:



Once receiver has made his final cut, drive on receiver to get in stride. The first two steps after his break are the most important. Once you are in stride, take a quick look for the ball. If the quarterback is delivering, play the ball. If not, stay on your coverage for scramble pattern. If you are not in stride after the break, continue driving on the receiver. Do not look back for the ball. Play the receiver, not the ball, until you are in stride.

E. Deep Patterns:

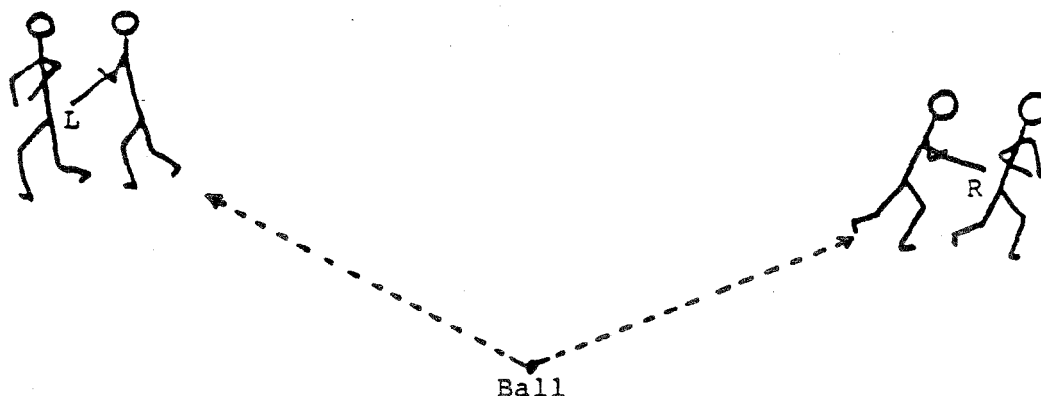


If the receiver has not given any indication of making a break by the time he gets 8 yards past the LOS, he is going deep. Accelerate and close the trail distance to 1 yard. Play the receiver.

C.P. - If the receiver breaks outside and deep (flag), work to his outside shoulder.

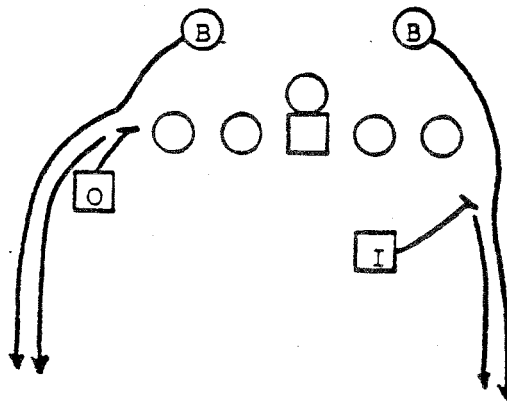
Ball

- F. Playing the Ball: (In Stride) - If you are in stride with the receiver and the (Strip Technique) ball is thrown you must make a judgement as to whether you have a chance for an interception. If you feel you can intercept, use both hands to catch the ball. If you are going for the knockdown, use the inside arm (closest to the QB) to deflect the ball. If you miss the knockdown, use opposite arm to make tackle/strip.
- Deep Patterns - Do not look back for the ball until receiver starts catching motion or slows up. As you start to look back, bring inside arm up first. Go for interception or use strip tech.
- C.P. - Keep running as you look.



MAN/MAN PASS DEFENSE TECHNIQUES (continued)

2. INSIDE TECHNIQUE - A man/man pass coverage technique used by a defender with no deep help. Linebacker will be on inside shoulder and even with receiver as he moves downfield.
- A. Approach: Same as trail technique.
- B. Junction: Same as trail technique.
C.P. - If the receiver avoids you and releases outside, stay on his inside shoulder.
- C. Inside Position - As the receiver moves downfield, stay on his inside shoulder and even with him. Concentrate on receiver's body lean. Wall off inside routes. Try to get in stride with receiver on outside routes.
C.P. - Also be aware of receiver's arm position and chopping of feet.
- D. In Stride: Same as trail technique.
- E. Deep Patterns: Maintain inside position and paly the receiver, not the ball.
C.P. - If the receiver breaks outside and deep (flag), work to his outside shoulder.
- F. Playing the Ball: Same as trail technique.
(Strip Technique) C.P. - No deep help. Be sure of interception. If in doubt, knock it down.



MAN/MAN PASS DEFENSE TECHNIQUES (continued)

3. KEY BLITZ TECHNIQUE - A man/man pass coverage technique used by a defender who is responsible for covering near back man/man. Defender starts rush, but covers near back if the back releases his side on pass routes.

A. Approach: OLB - Start rush for inside leg of near back. Come hard for 2/3 steps and key back.

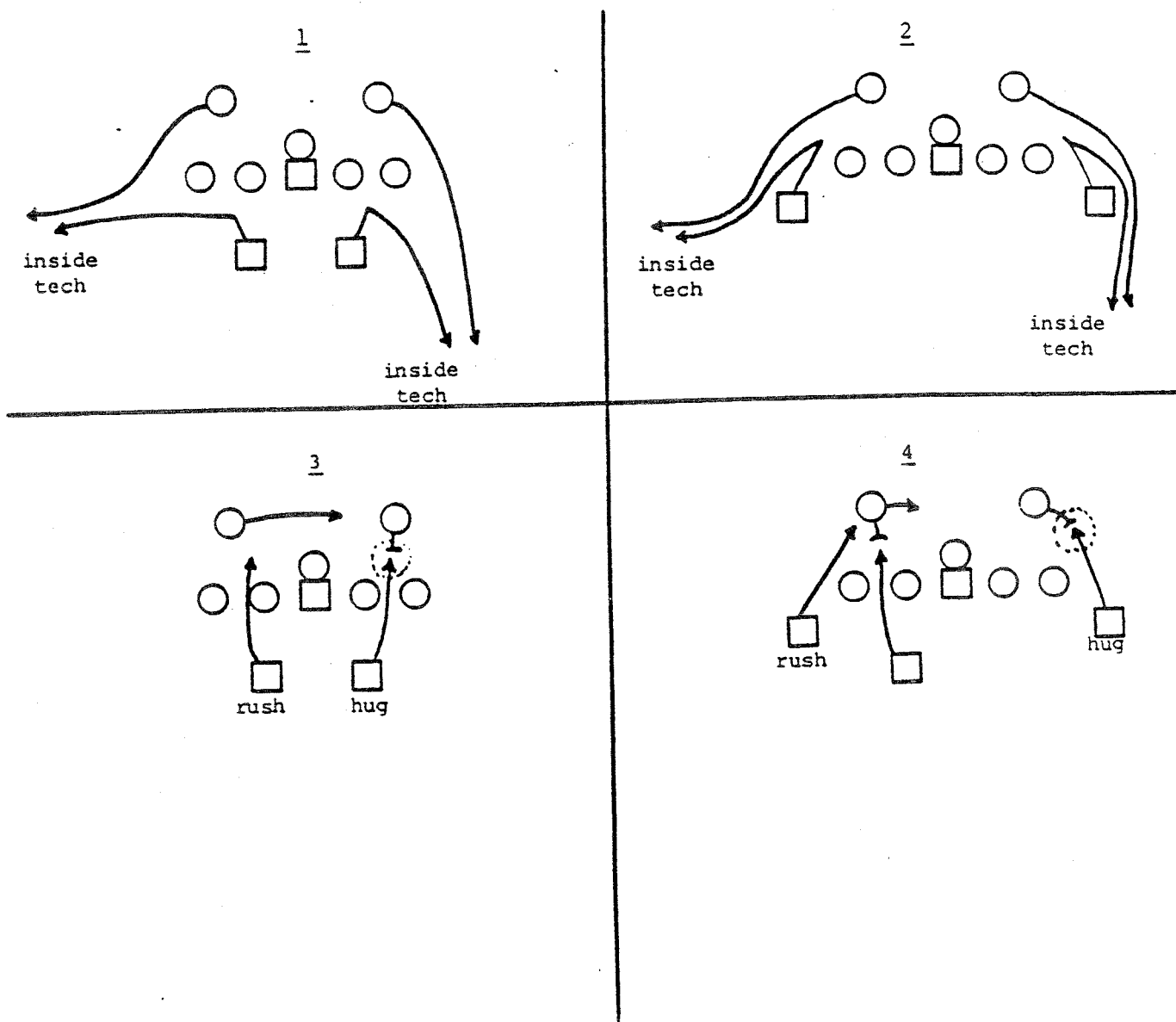
ILB - Start rush for near back. Come hard for 2/3 steps and key back.

B. Reads:

a) Back blocks you - hug.

b) Back blocks another defender or goes away - rush.

c) Back releases your side - cover him man/man using inside technique



MAN/MAN PASS DEFENSE TECHNIQUES (continued)

CLAMP TECHNIQUE - A man/man pass defense technique in which 2 linebackers play in/out on 1 receiver. (back or tight end)

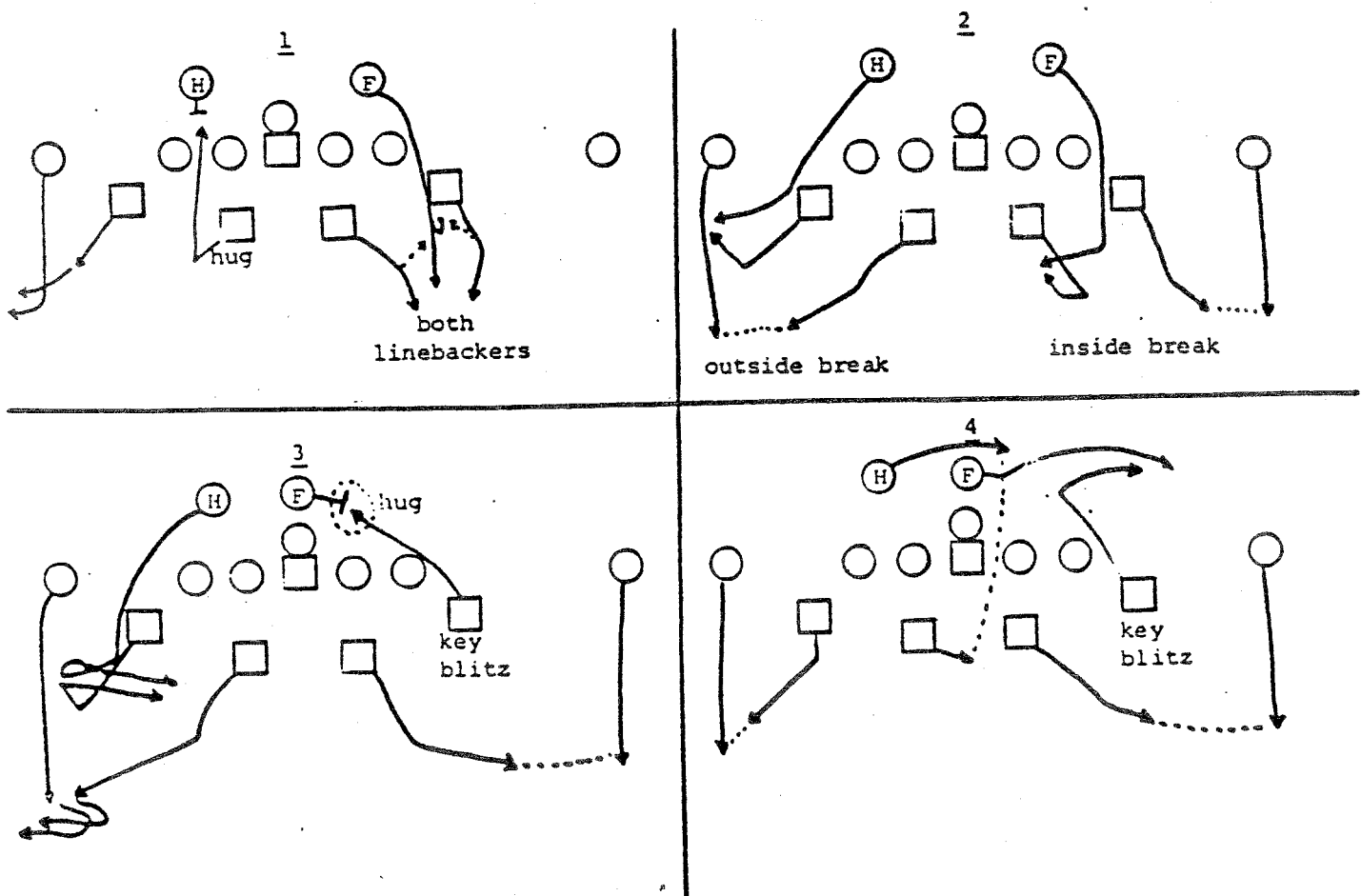
Vs. a back in halfback set or tight end

- A. Drop: OLB - drop outside and off designated receiver, get depth and read receiver's route.
ILB - drop inside and off designated receiver, get depth and read receiver's route.
- B. Pattern Read - Both LB's cover any route that splits coverage
- OLB covers stop pattern
- ILB covers any inside/close (away) pattern
- OLB covers any outside/close pattern
- ILB hugs vs. block by receiver
- C. Declared Pattern - Once receiver declares his pattern, linebacker responsible for the receiver will cover him through remainder of play, including scramble
- the "free" linebacker in the clamp now looks to help on (inside) routes by next widest receiver

VS. a back in fullback position (behind QB)

- OLB - use key blitz technique on back
ILB - normal clamp technique

C.P. - VISE TECHNIQUE - same as CLAMP for OLB (C.P.: hug all blocks by receiver)

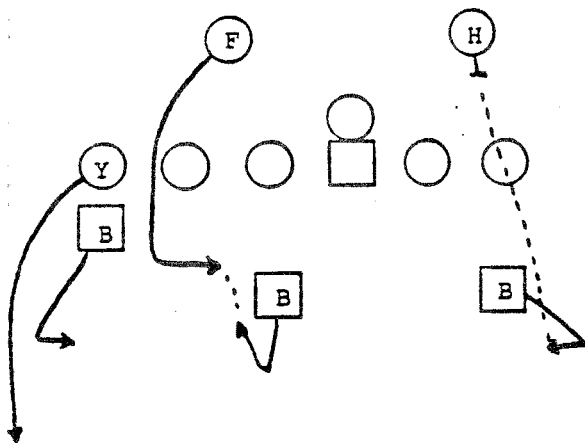


MAN/MAN PASS DEFENSE TECHNIQUES (continued)

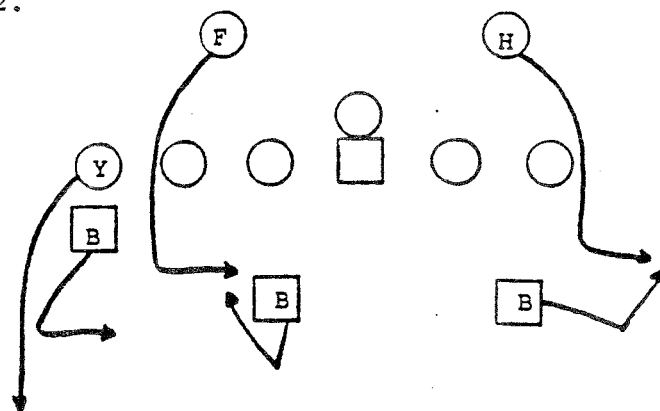
5. FUNNEL TECHNIQUE - A man/man pass defense technique in which 3 defenders (usually linebackers) cover 2 receivers.
- A. Drop
- OLB - Drop outside and off designated receiver, get depth, and read receiver's route.
 - ILB - Drop to midpoint between designated receivers, get depth, and read both receivers.
- B. Pattern Read
- OLB - React to pattern by closest designated receiver
 - a) Vs. outside route - cover any outside route, including out & up. Get in stride with receiver.
 - b) Vs. inside route - squeeze inside route & look for other designated receiver crossing - N.T. - continue to squeeze inside.
 - c) Vs. block - look inside for crossing receiver. N.T. - alert for back check or screen
 - d) Vs. deep pattern - cover close route outside/in - be in position to cover flag.
 - e) Vs. flow away - work back to middle & be funnel man.
 - ILB - React to inside pattern by designated receivers up to 10 yards
 - a) 1 receiver outside - look to other receiver - N.T. - zone middle
 - b) 1 receiver inside - cover that receiver
 - c) 2 receivers inside - cover deepest receiver
 - d) Vs. deep pattern - cover close route inside/out - C.P. - with post help, turn over close route at 10 yards
 - e) Both receivers same side (68 or 78 Action) - Cover the 2nd receiver over

FUNNEL COVERAGE

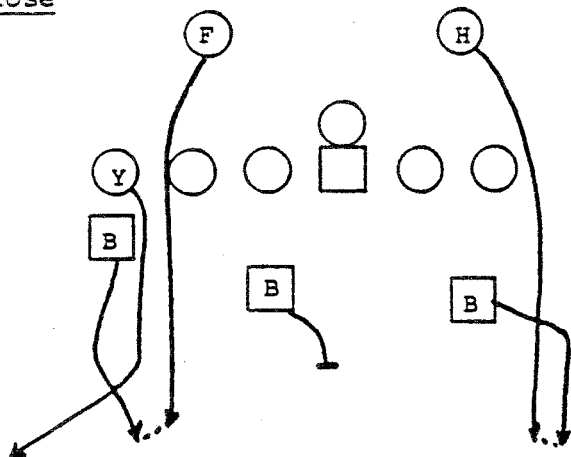
1.



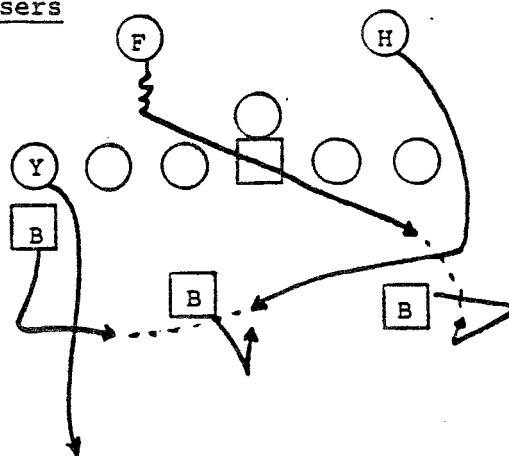
2.



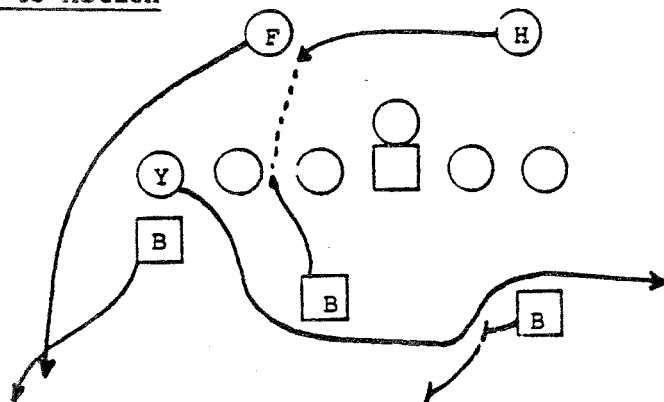
3. Close



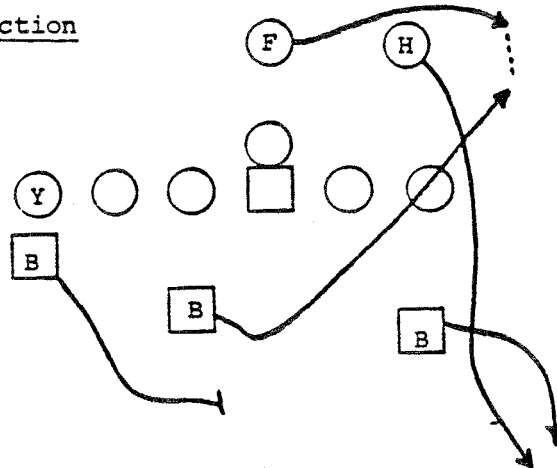
4. Crossers

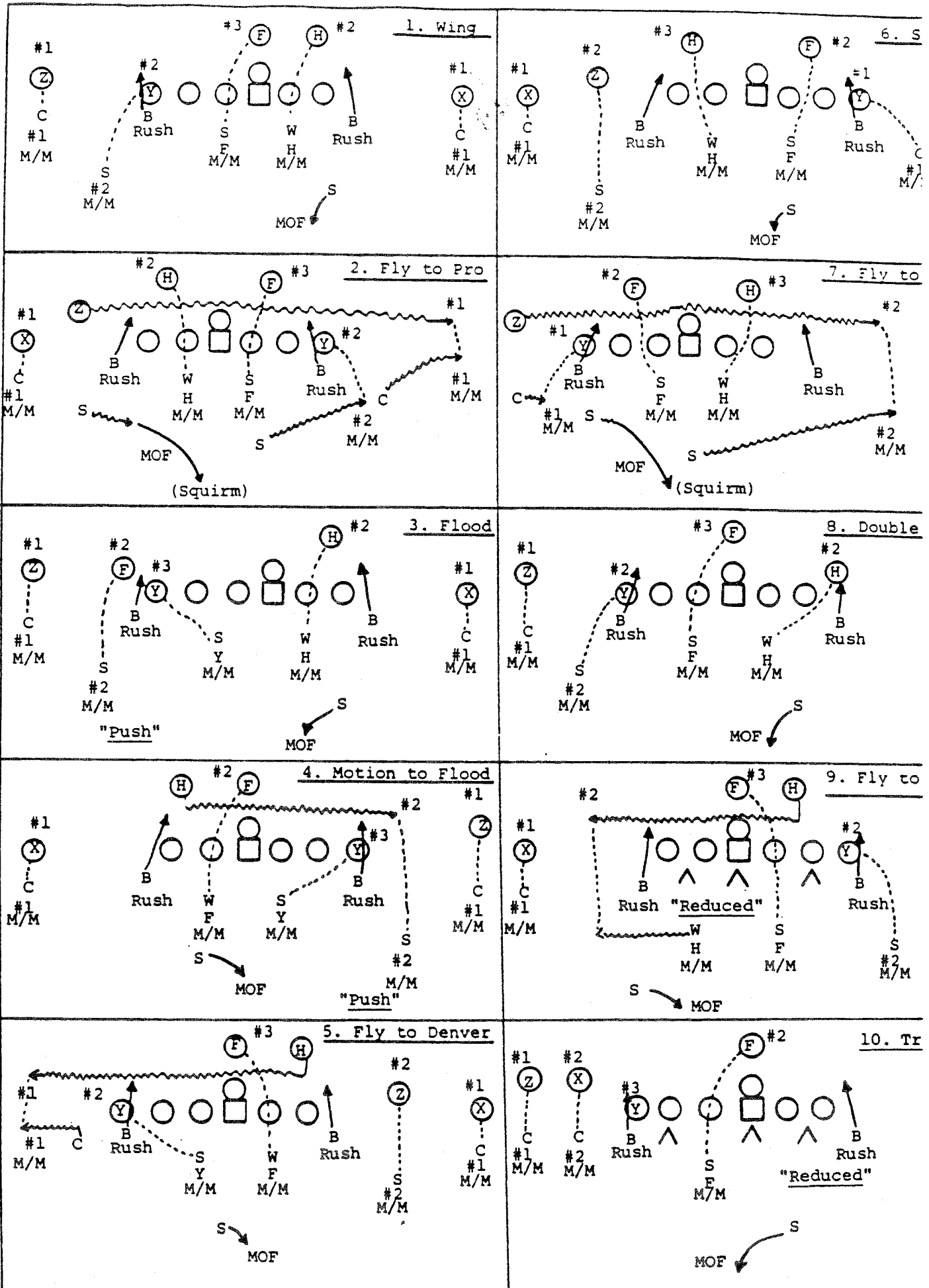


5. 68 Action



6. 78 Action

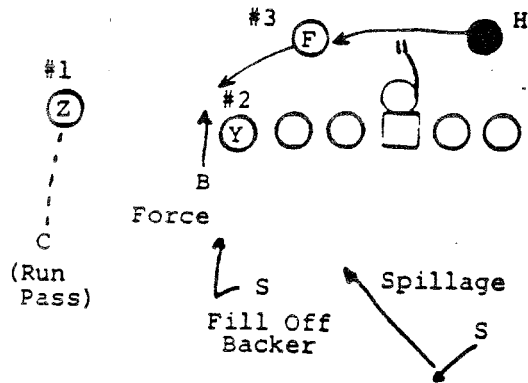




Strongside (Backer)

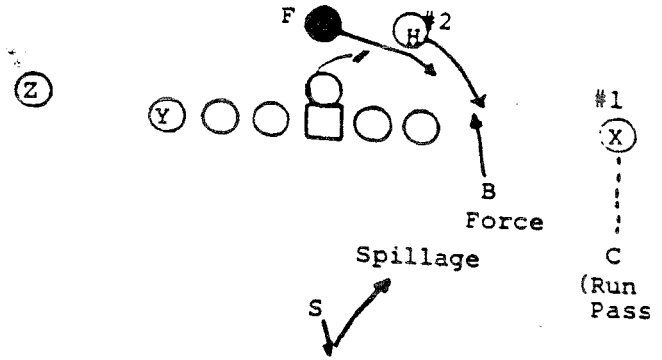
#2 Tight-Backer

1.



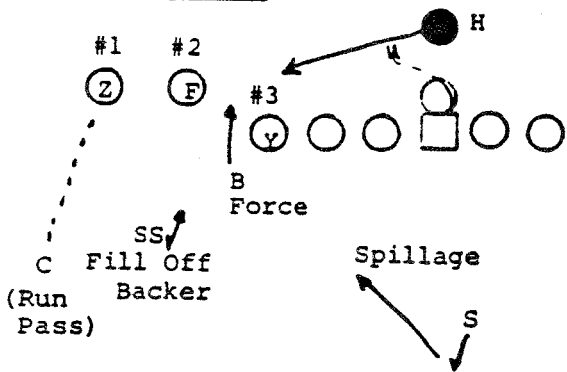
Weakside (Backer)

4. #1 Wide-Backer

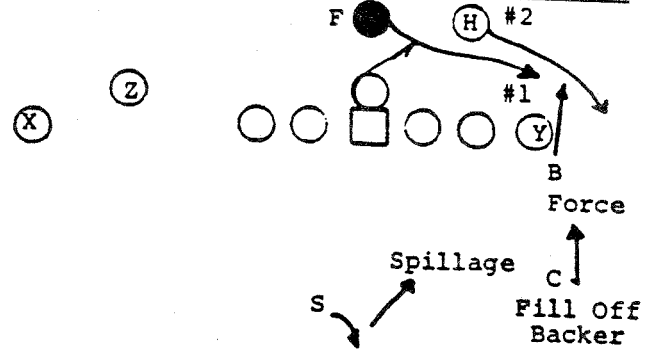


#2 Wide-Backer

2.

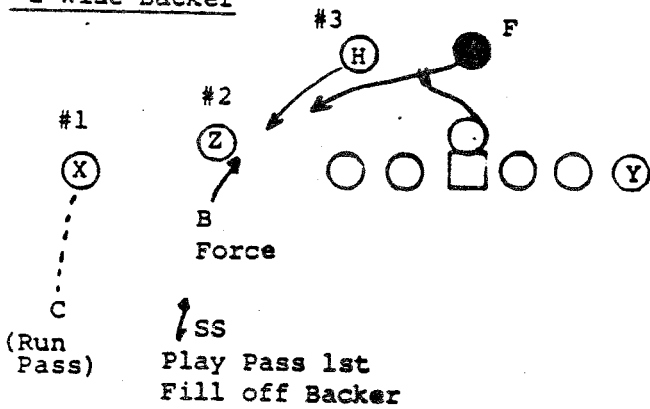


5. #1 Tight-Backer

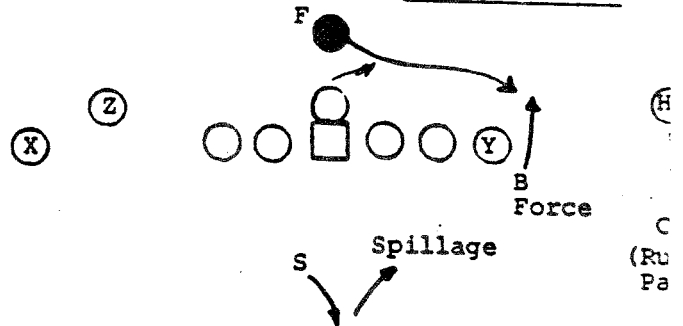


2 Wide-Backer

3.

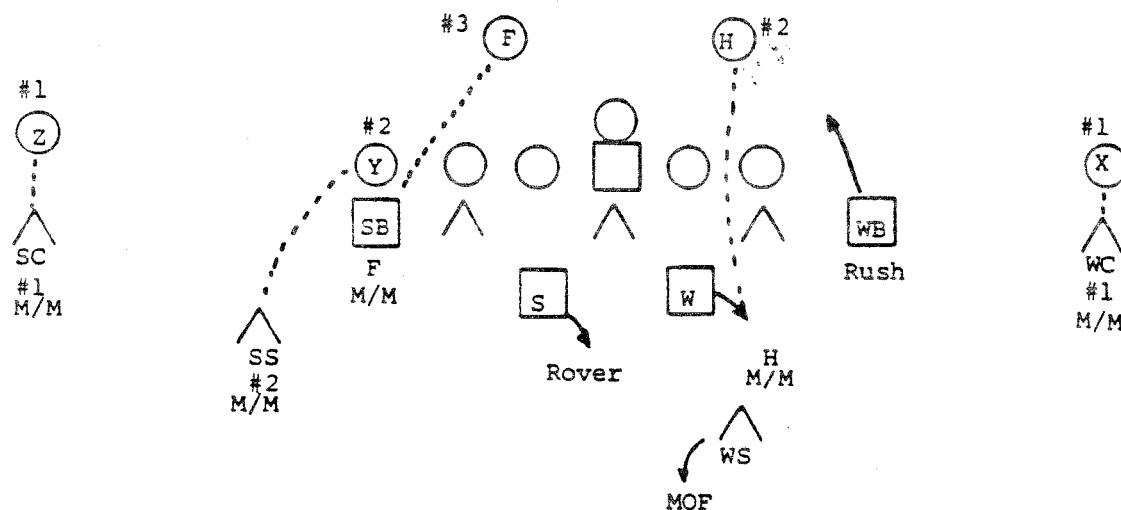


6. #1 Wide-Backer



STACK 1 ROVER

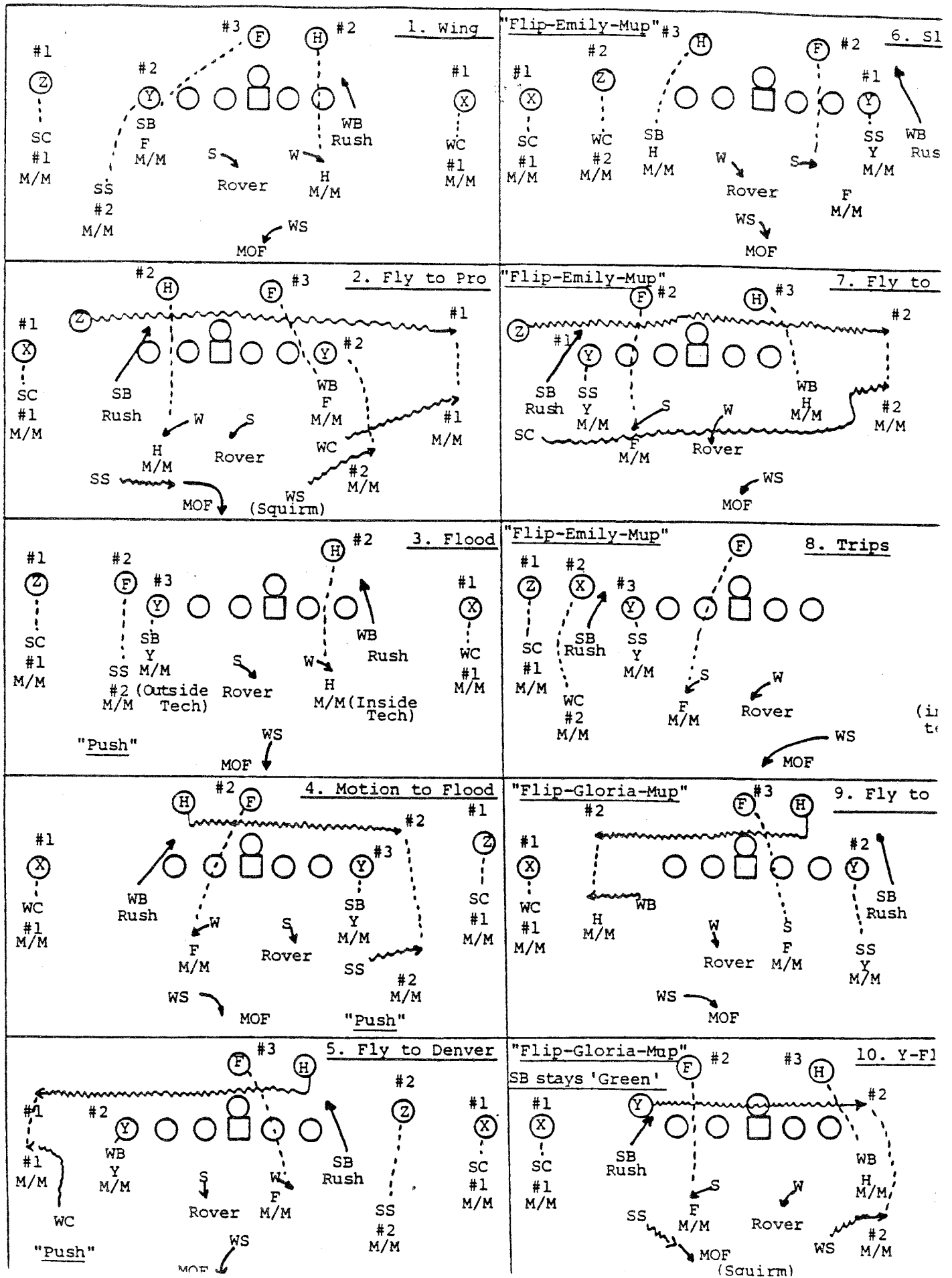
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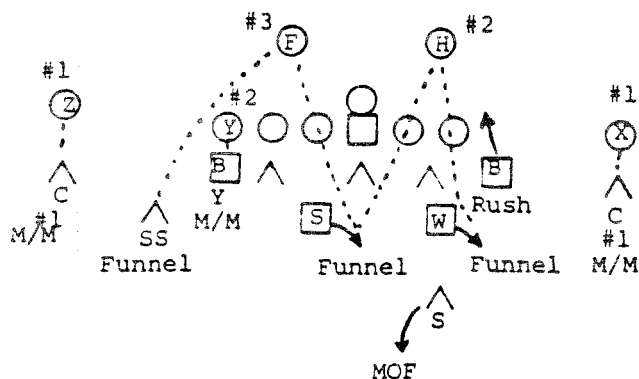
Stack 1 Rover - A man/man coverage with post help from WS, and rover help short (6-8 yds). No flow rule.

POSITION	ALIGNMENT	KEY	RESPONSIBILITY
<u>OPEN SIDE BACKER</u>	9 Alignment "Flip" - on Coverage	Guard, Tackle, Near Back, Ball	1. Force vs. run 2. Contain rusher vs. pass 3. "Flip" - cover 1st back your side man/man CP - Post & Rover help - CP - check "reduced" vs. double wing
<u>WILL</u>	Head up Guard 3½-4 yds. deep CP-onCoverage	Thru Linemen to Backs	1. Cover 1st back your side man/man using outside technique 2. Use inside tech. vs. Flood, coverage aligned outside #'s 3. If your coverage blocks, hug - CP - Post & Rover help "Flip" - Assume Rover responsibilities Alert 68/78
<u>SAM</u>	Head up Guard 3½-4 yds. deep	Thru Linemen to Backs	1. Give rover help (6-8 yds deep) inside - CP - 3rd Down - "sticks" 2. Alert 68/78 action - Cover 2nd back "Flip" - Cover 1st back your side man/man using outside tech CP - "Push" rule CP - Vs. Flood, commit to TE side
<u>TE SIDE BACKER</u>	9 Alignment or on Coverage	Thru Coverage to Ball	1. Cover 1st back your side man/man using outside tech. 2. "Push" rule - push back & TE 3. If your coverage blocks, hug CP - Post & Rover help - Alert 68/78 "Flip" - Rush CP - Vs. Flood, 9 Tech: Sam takes TE inside
<u>CORNERS</u>	Vs. #1 Wide - "Bump" Vs. #1 Tight - 4x4 Alignment	#1 wide - WR #1 tight - thru #1 to Backs	1. Cover WR/TE M/M using shoulder tech - CP: Post help 2. Usually play this coverage from "Bump" (Numbers Rule) CP: "Off" - (Numbers Rule) CP: poss "Match-up" 3. WC Vs. Slot - Cover TE M/M using outside technique CP: "Push Rule" - Push TE & Back - Vs. #1 Wide, "Bump"
<u>STRONG SAFETY</u>	4 yds. outside normal TE 0-8 yds. deep	Thru Coverage to Backs	1. Vs. Pro - Cover TE M/M using outside tech-CP: Post help CP: "Push Rule" - Push Back & TE - CP: Numbers Rule 2. Vs. Slot - Cover inside WR M/M - CP: Slot Techniques CP: Vs. Reg, Det-Corners & SS have WR's & TE ("Push Rule") Vs. 3 WR's - Corners & SS have WR's CP: Poss. Emily
<u>WEAK SAFETY</u>	on inside leg of wk. tackle 12 yds. deep	Thru Uncovered Linemen to Backs, QB	<u>MOF</u> 1. Cover deep middle 2. Be aware of all inside & deep routes 3. Protect post, but read QB & patterns - Go to ball

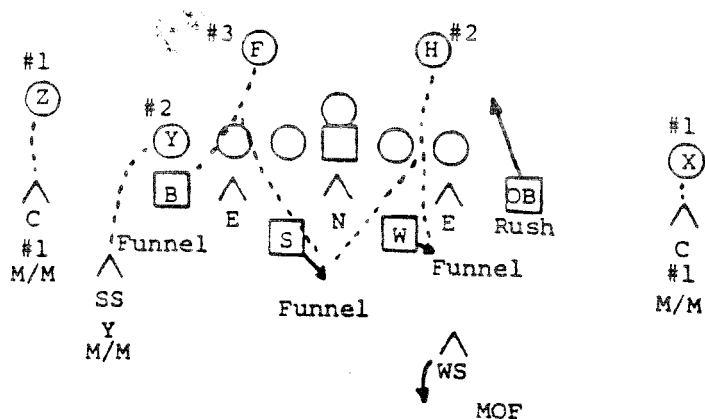
ADJUSTMENTS - STACK 1 ROVER



Reduced 1 Funnel China Match-up



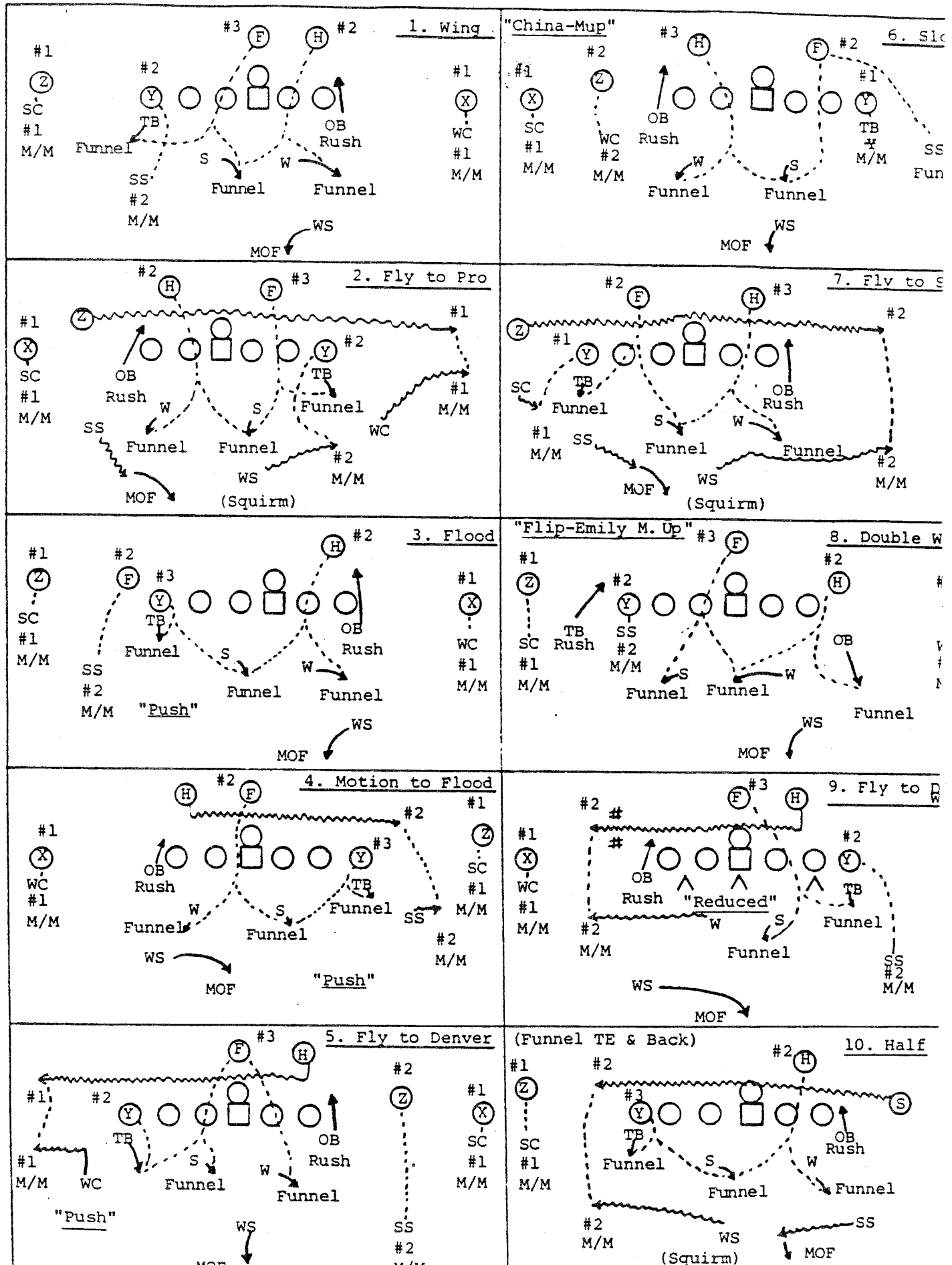
Stack #1 Funnel



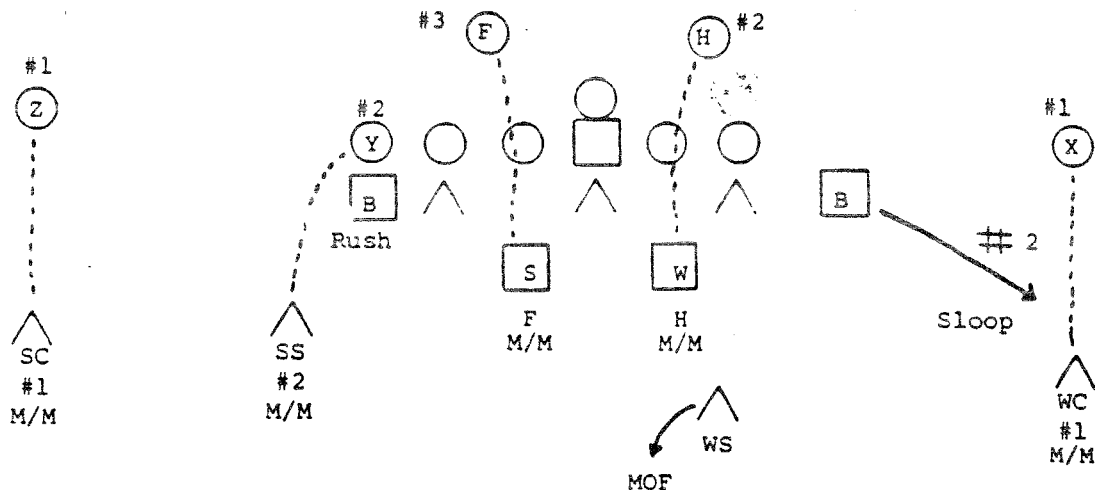
1 Funnel - A man/man coverage with post help from WS. Linebackers play 3 on 2, with Sam in the middle of the funnel. No flow rule.

POSITION	ALIGNMENT	KEY	RESPONSIBILITY
<u>OPEN SIDE BACKER</u>	9 Alignment	Ball, Tackle, Guard & Near Back	1. Force Vs. Run 2. Contain Rusher Vs. Pass 3. "Flip" - cover 1st back your side man/man - CP: Post help
<u>WILL</u>	Head up Guard 3½-4 yds deep CP on coverage	Thru Linemen to funnel receivers	1. Funnel technique on Backs / "Push Rule" - Push Backs & TE 2. Numbers rule on funnel CP: Vs. 68/78 Action Away, become funnel in middle CP: No hug on funnel - CP: Post help
<u>SAM</u>	Head up Guard 3½-4 yds deep	Thru Linemen to funnel receivers	1. Funnel technique on Backs / Back & TE 2. 68/78 Action - Cover 2nd Back 3. Numbers rule on funnel CP - No hug on funnel - CP - Post help
<u>TE SIDE BACKER</u>	9 Alignment "China" - 6 Alignment	Thru TE to funnel receivers	1. Funnel technique on Backs / "Push Rule" - Push Backs & TE 2. Numbers rule on funnel CP: Vs. 68/78 Action Away, become funnel in middle CP: No hug on funnel - CP: Post help CP: Poss. "Emily" - "Flip" - use 8 tech. Rush CP: "China" - cover TE man/man - Post help - "Push" Rule
<u>CORNERS</u>	vs. #1 wide - "Bump" vs. #1 tight - 4x4 Alignment	#1 wide - #1 #1 tight - thru #1 to Backs	1. Cover WR M/M using shoulder tech - CP - Post help 2. Usually play this coverage from "bump" (Numbers rule) CP: "Match-up" - Cover WR's M/M (Corners over Vs. Slot) No "Push" 3. WC Vs. Slot - Cover #1 man/man using outside technique CP: #1 wide - "bump" - CP: "Push Rule" - Push Back & TE
<u>STRONG SAFETY</u>	0-4 yds outside normal TE 0-4 yds deep	Thru #2 to Backs	1. Vs. Pro - Cover #2 man/man using outside technique CP: Post help - CP: "Push Rule" - Push Back & TE 2. Vs. Slot - Cover #2 man/man using outside tech. (off) CP: "Match-up" - cover TE ("Push Rule") CP: Poss. "Emily" - CP: "China" - Funnel tech. on Backs / M.Up "Push" Rule
<u>WEAK SAFETY</u>	on inside leg of wk. tackle 12 yds deep	Thru uncovered Linemen to Backs, QB	<u>MOF Coverage</u> 1. Cover deep middle 2. Be aware of all inside and deep routes 3. Protect post, but read QB and patterns - Go to ball

ADJUSTMENTS - STACK 1 FUNNEL



STACK COVER #1 SLOOP



Cover #1 Sloop - A man/man coverage with post help and sloop help. No flow.

CP: Pre Snap Read - make this look like 3 or 3 Buzz.

CP: Sloop drop - 2 yds. outside numbers, 10 yds. deep.

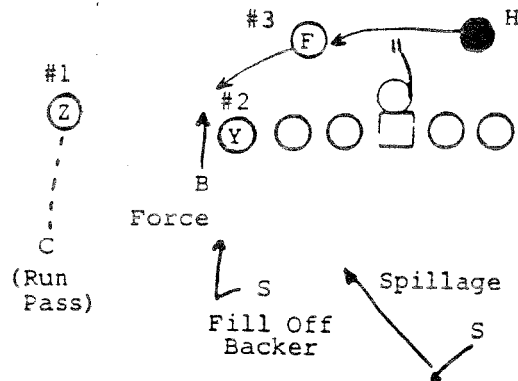
POSITION	ALIGNMENT	KEY	RESPONSIBILITY
<u>TE SIDE BACKER</u>	9 Alignment	TE, Tackle, Guard & Near Back	1. Rush
<u>SAM</u>	On Guard 3 1/4-4 yds deep	Thru Guard to Coverage	1. Cover 1st back your side man/man using inside technique CP - "Banjo" with SS/WC on Back & TE (split) 2. "Push" rule - push Backs & TE
<u>WILL</u>	On Guard 3 1/4-4 yds deep	Thru Guard to Coverage	1. Cover 1st back your side man/man using inside technique CP: Sloop help - You can free up when your coverage crosses numbers
<u>OPEN SIDE BACKER</u>	9 Alignment	Tackle, Guard & Near Back	1. "Sloop" drop - Cover #1 on out, take #2 outside #'s 2. Vs. #1 tight, drop outside of #1/#2, help on outside routes 3. Vs. WR in #2 position, jam #2 outside, & then sloop CP - Cover #2 vs. inside routes CP - Cover #1 on Delay route
<u>CORNERS</u>	Numbers Rule 8-9 yds from LOS	#1	1. Cover #1 M/M using inside tech - CP: Numbers rule 2. Post help and sloop help to open side CP: "Match-up" - Cover WR's man/man (Corners over Vs. Slot)
<u>STRONG SAFETY</u>	0-2 yds outside normal TE 0-8 yds deep	Thru #2 to Backs	1. Vs. Pro - Cover #2 man/man using outside technique CP: Post help - CP: "Push" rule - push Back & TE - CP: poss. "Banjo" 2. Vs. Slot - Cover #2 man/man using slot techniques CP: "Match-up" - cover TE ("Push" rule) CP: "Banjo" with Sam vs. split
<u>WEAK SAFETY</u>	on inside leg of wk. tackle 12 yds deep	Thru uncovered linemen to Backs, QB	<u>MOF</u> 1. Cover deep middle 2. Be aware of all inside and deep routes 3. Protect post, but read QB and patterns - Go to ball

Strongside (Backer)

Weakside (Backer)

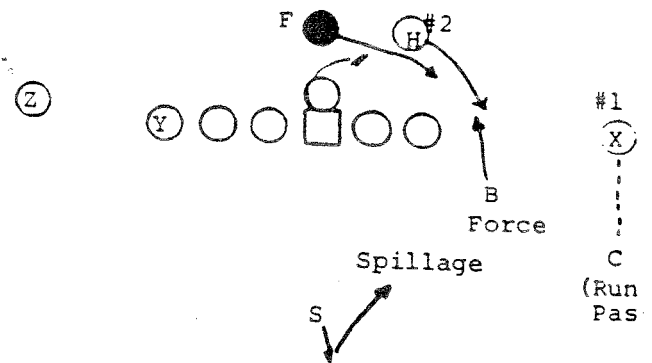
#2 Tight-Backer

1.



(X)

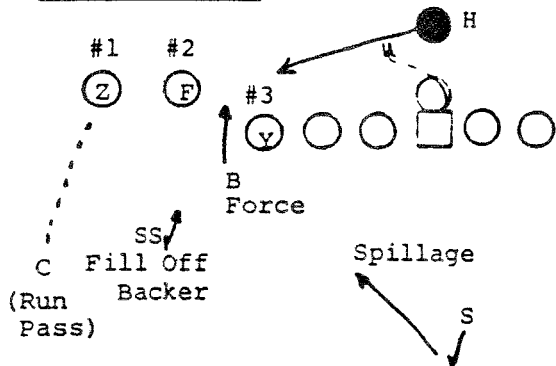
5. #1 Wide-Backer



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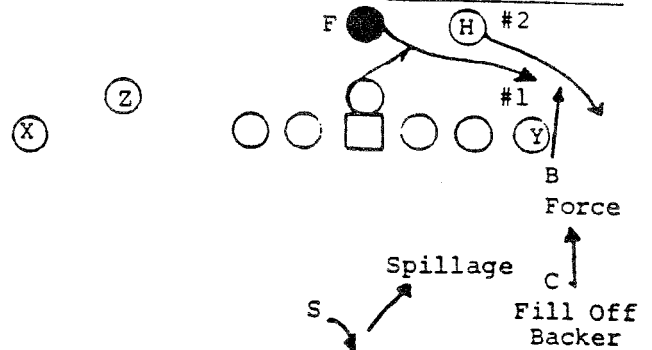
#2 Wide-Backer

2.



(X)

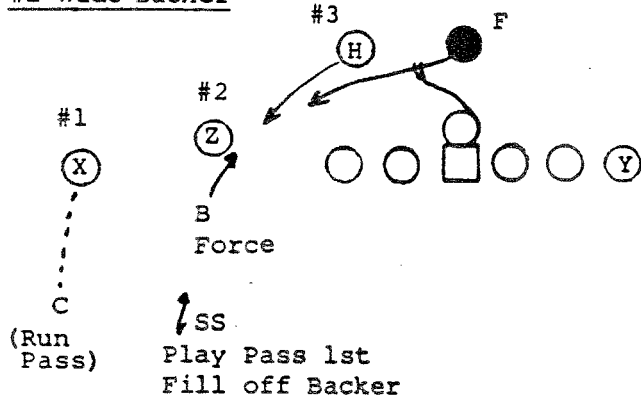
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(X)

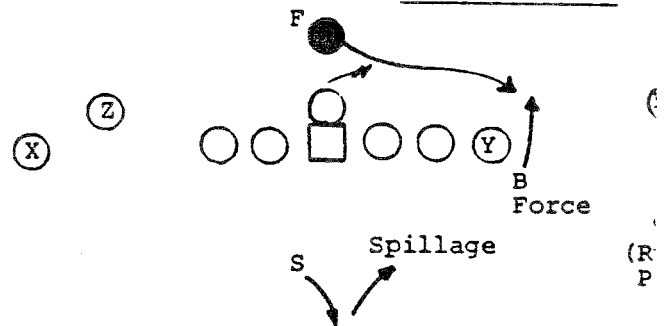
#2 Wide-Backer

3.



(X)

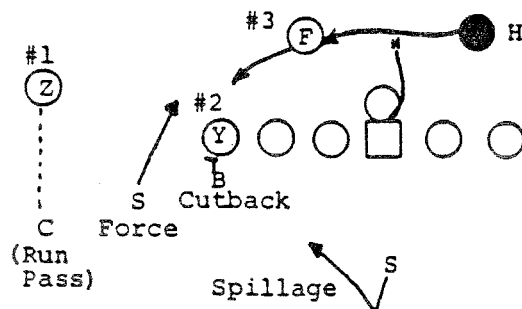
7. #1 Wide-Backer



(R P)

1 Funnel China M. Up - #2 Tight - Sky

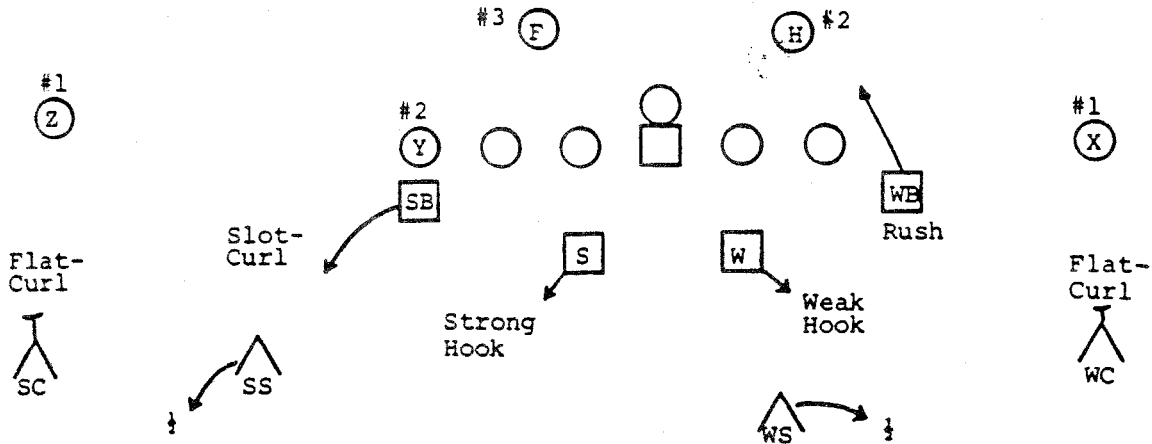
4.



(X)

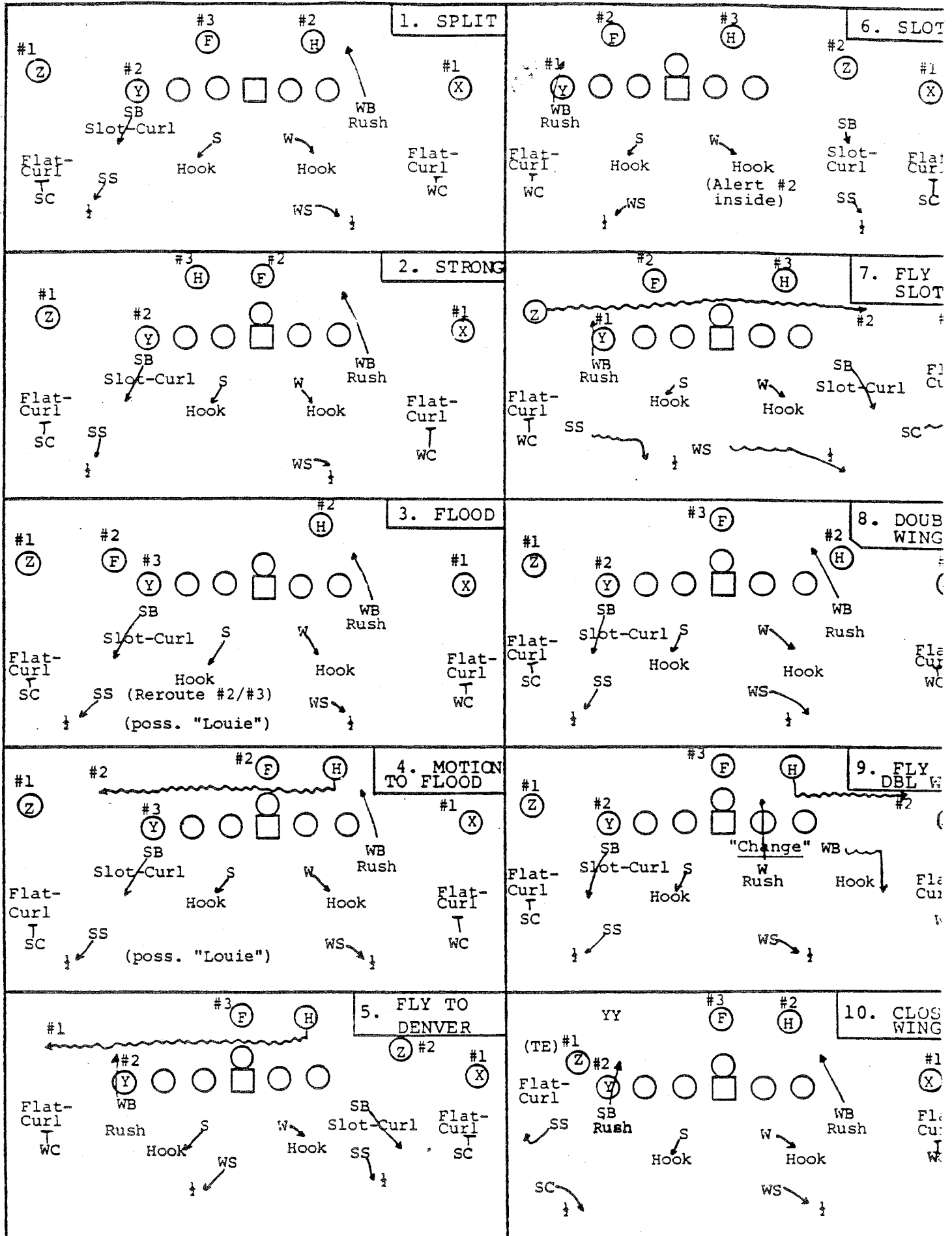
STACK COVER #2

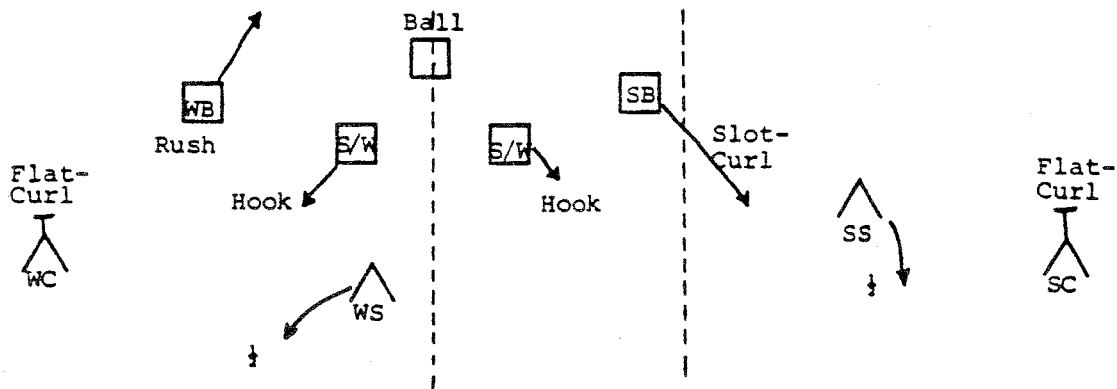
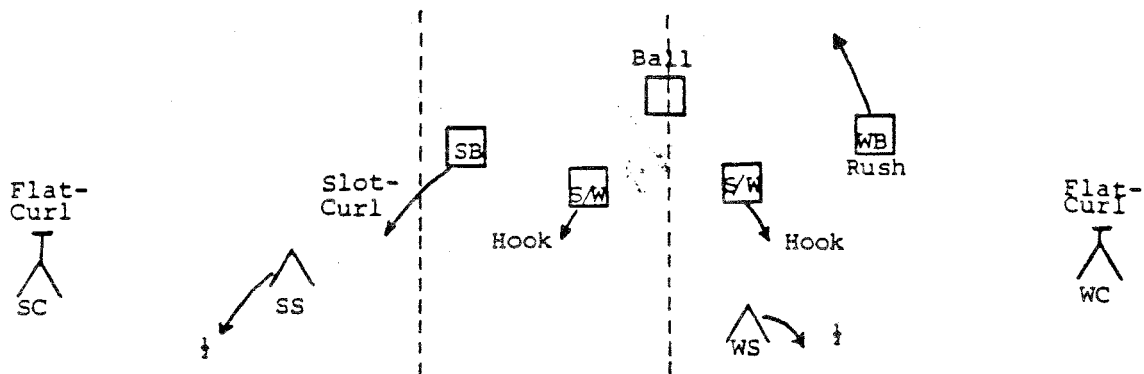
Audible - _____



Stack Cover #2 - A double rotated zone with 2 deep and 5 under, employing a tight coverage on receivers in each zone based on a read of route progression with 3 linebackers in coverage. LB flow rule.

POSITION	ALIGNMENT	KEY	RESPONSIBILITY
<u>STRONG BACKER</u>	6 technique 7 technique vs. flex, slot	TE, Tackle, Guard & Near Back	1. Jam #2 - Vs. #2 Wide, jam #2 outside. CP - Flood 2. Open outside and drop to curl area. 3. Get out of No Cover Zone - read pattern by #2. 4. Hold the curl - react to throw. CP: Vs. Flow, peel with back in flat CP: "Green" Vs. YY
<u>SAM</u>	Head up Guard 3 1/2-4 yds. deep	Thru Guard to Near Back, QB	<div style="display: flex; justify-content: space-between;"> <div> <u>Strongside</u> 1. Open to strong hook. 2. Read patterns of #2/#3. 3. Reroute #2/#3 thru post. CP: Alert Flood, Slot </div> <div> <u>Weakside</u> Vs. #1 Wide 1. Open to weak hook. 2. Read pattern by #2. CP - poss. "change" (movement rule) Vs. #1 tight 1. Play same as area call with corner </div> </div>
<u>WILL</u>	Head up Guard 3 1/2-4 yds. deep	Thru Guard to Near Back, QB	
<u>WEAK BACKER</u>	On LOS, 5 ft. from def end CP- 6 tech. vs. normal TE	Near Back, Tackle, QB	1. Contain rusher CP - poss. "change" call (movement rule) No change vs. 4 WR's
<u>STRONG CORNER</u>	Outside shade on #1 5-7 yds. deep "Club" - 0-4 yds.	Thru #2 to Backs "Club" - #1	1. Jam #1 inside using settle tech (at 3-4 yds) 2. Cover flat-curl area 3. If #1 releases outside, carry him thru fade area 4. Be aware of strongside combination routes CP - "Club" - jam #1, then react to run/pass key CP - "Soft" - play soft technique on #1
<u>STRONG SAFETY</u>	4 yds. outside normal Y 7-10 yds. deep	Thru #2 to backs, QB	1. Drop as aiming point 3 yds. inside numbers, 17 yds. deep 2. See flow, read #1's release, and take a hard read on QB.
<u>WEAK SAFETY</u>	12 yds. deep on inside leg of weak tackle	Thru uncovered linemen to QB, backs	CP - SS "sky" call vs. YY - #1 tight CP - "cloud" call vs. #1 tight - WR
<u>WEAK CORNER</u>	Outside shade on #1 5-7 yds. deep "Club" - 0-4 yds.	Thru Tackle (or #2) to Backs "Club" - #1	1. Jam #1 inside using settle tech (at 3-4 yds) 2. Cover flat-curl area 3. If #1 releases outside, carry him thru fade area 4. Be aware of weakside combination routes CP - "Club" - jam #1, then react to run/pass key CP - "Soft" - play soft technique on #1



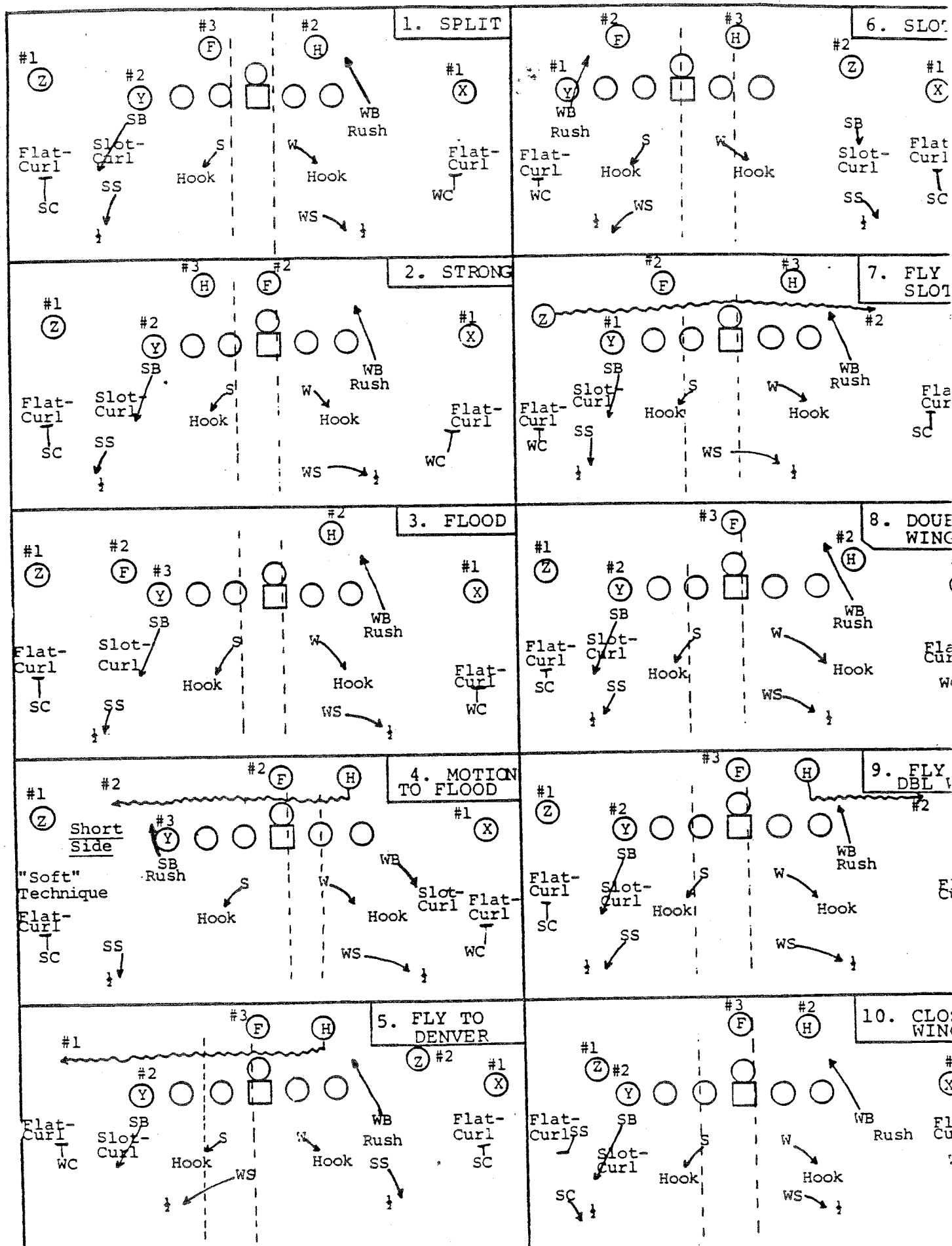


POSITION ALIGNMENT

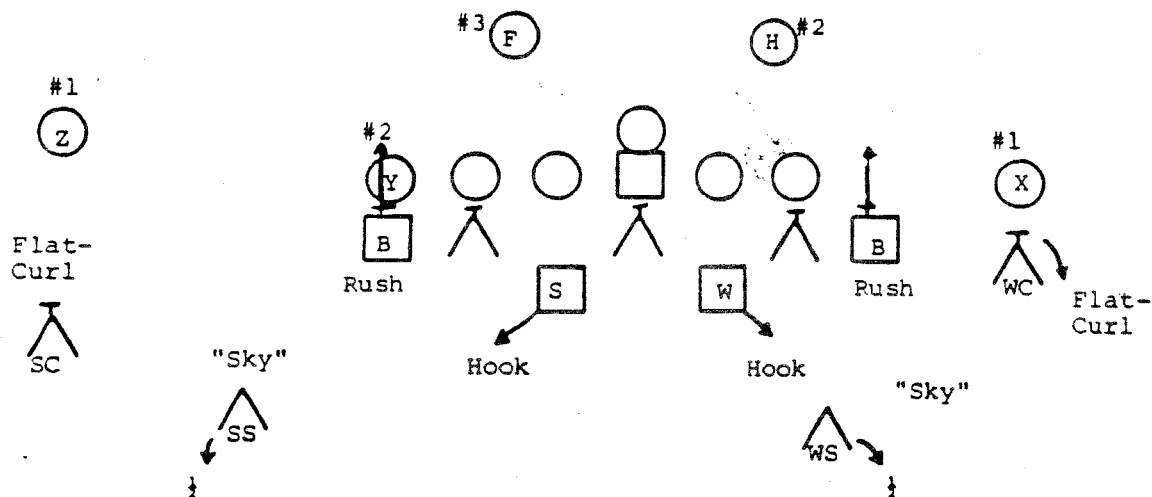
KEY

RESPONSIBILITY

<u>STRONG BACKER</u>	Same as Stack Cover 2	Stack Cover 2	Same as Stack Cover 2
<u>SAM</u>			<u>Strongside</u> Same as Stack Cover 2 <u>Weakside</u> CP - No "change" call
<u>WILL</u>			
<u>WEAK BACKER</u>			1. Contain rusher (no "change" call)
<u>STRONG CORNER</u>			Same as Stack Cover #2 CP: Flood into sideline, play "soft" technique
<u>STRONG SAFETY</u>			
<u>WEAK SAFETY</u>			
<u>WEAK CORNER</u>	↓	↓	↓



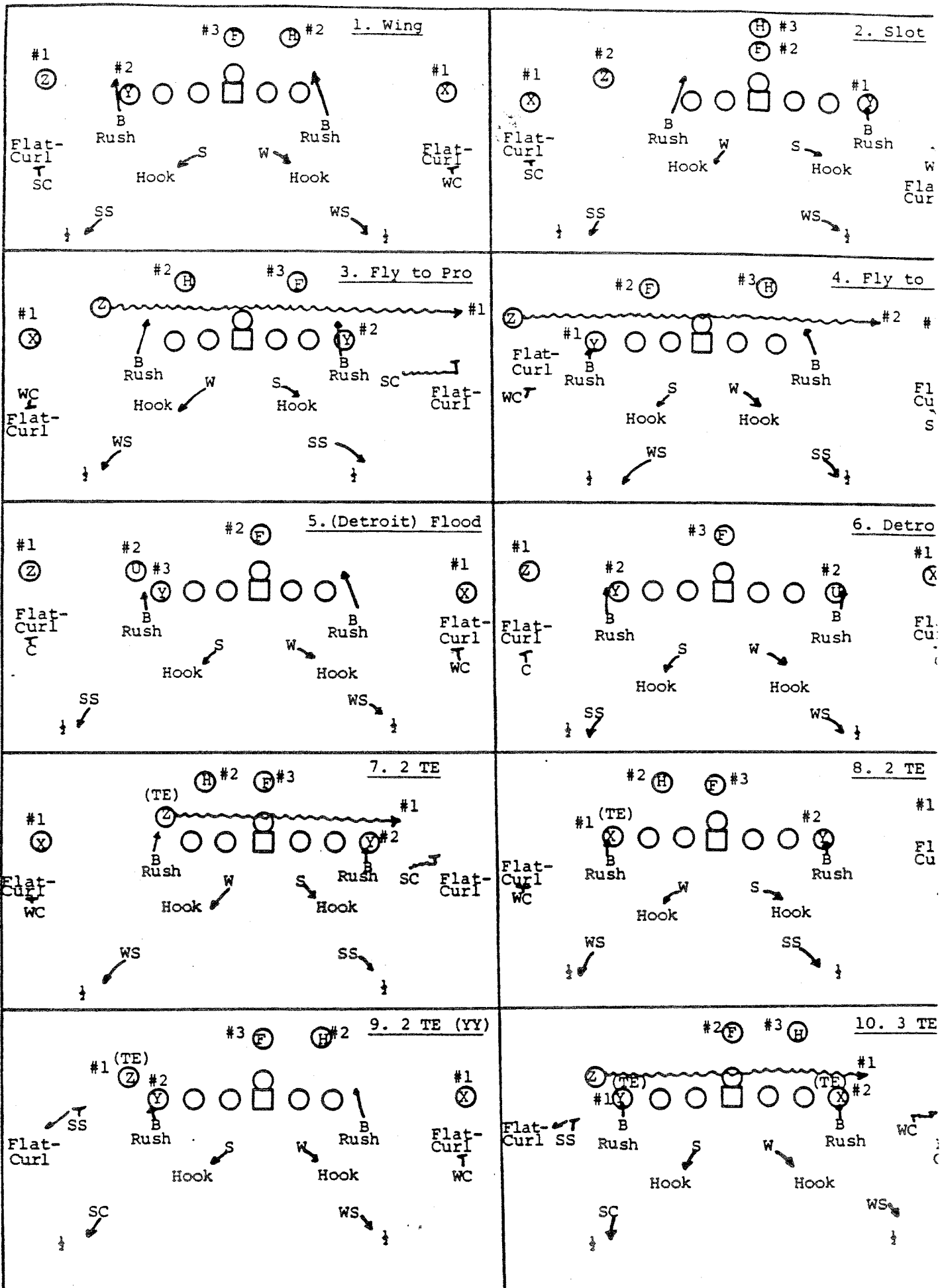
FIRE FOX COVER #2 SKY



Fire Fox Cover #2 Sky - A double rotated zone with 2 linebackers in coverage designed to give maximum run force. Same adjustments for LB'ers and Backs as Red 2. Sky support unless #1 tight weakside. LB flow rule.

POSITION ALIGNMENT KEY RESPONSIBILITY

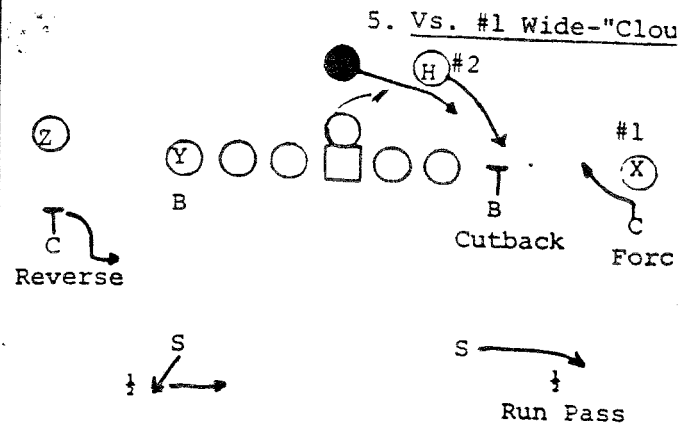
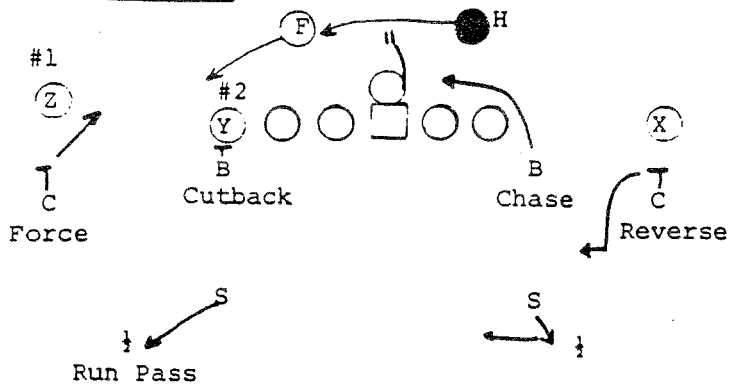
<u>OUTSIDE BACKERS</u>	Same As Stack #2	Same As Stack #2	1. 6 Technique - cutback 2. Vs. close wing - do not get knocked off LOS 3. Contain rush vs. pass CP - No "Change" call
<u>INSIDE BACKERS</u>			<u>Strongside</u> - 1. Same as Stack Cover #2 <u>Weakside</u> - 1. Same as Stack Cover #2 CP - No "Change" call CP - Vs. #2 flat, expand
<u>STRONG CORNER</u>			1. Same as Red 2 CP - Use infield drops
<u>STRONG SAFETY</u>	as close to midpoint as possible		1. Same as Red 2 vs. run (sky) 2. Same as Stack 2 vs. pass CP - $\frac{1}{2}$ field - use infield drops
<u>WEAK SAFETY</u>	7-8 yds. deep (show coverage)		1. Same as Red 2 vs. run (sky) 2. Same as Stack 2 vs. pass CP - $\frac{1}{2}$ field - use infield drops
<u>WEAK CORNER</u>	Same As Stack #2		1. Same as Red 2 CP - Use infield drops



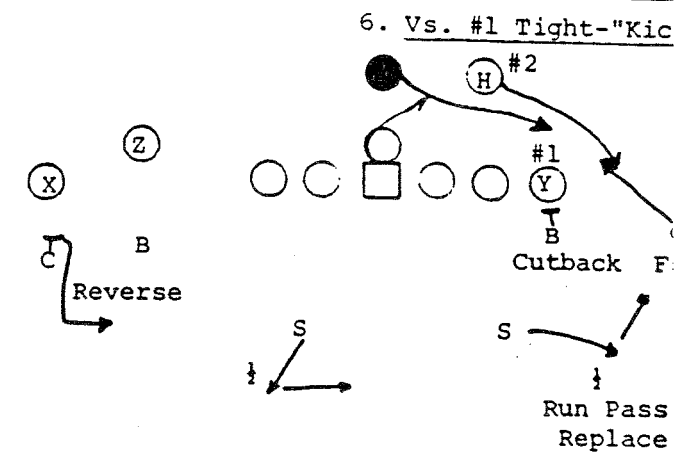
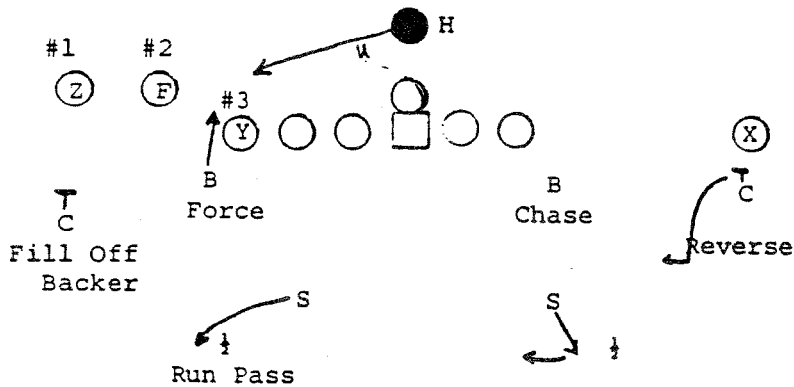
Strongside (Cloud)

Weakside (Cloud)

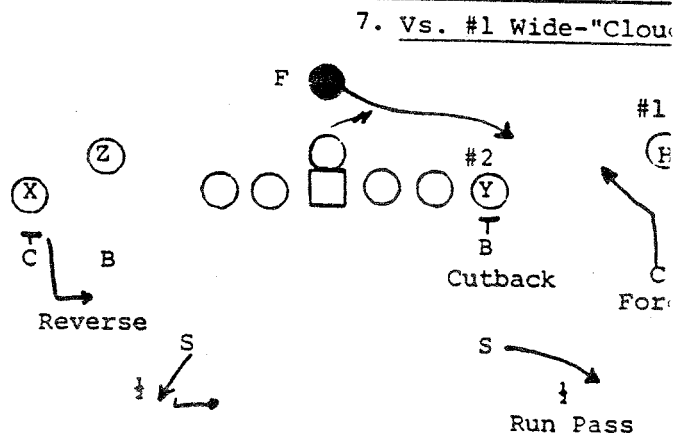
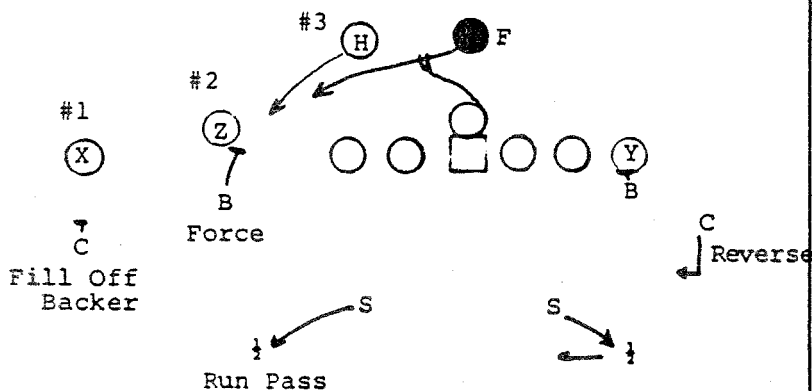
#2 Tight-"Cloud"



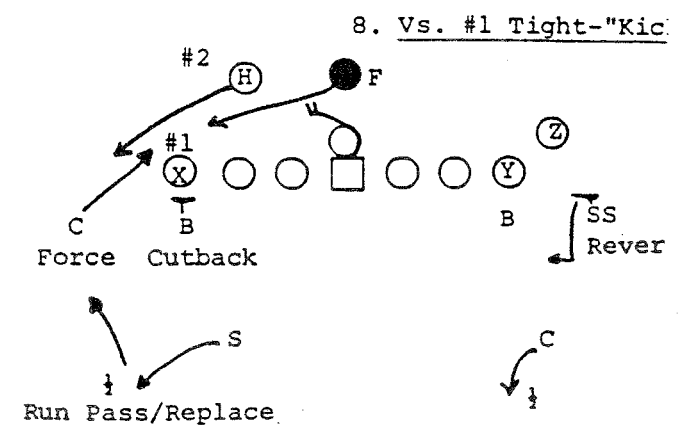
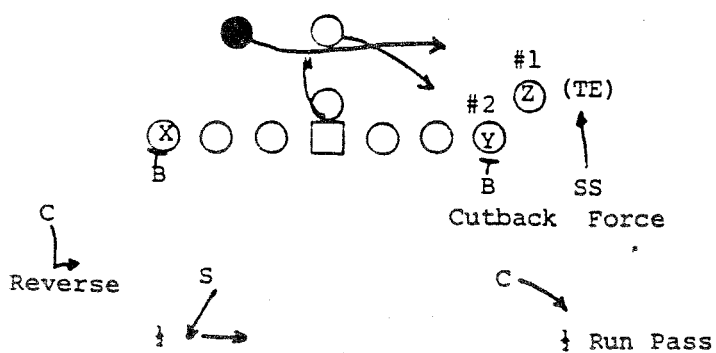
2. #2 Wide-"Backer"

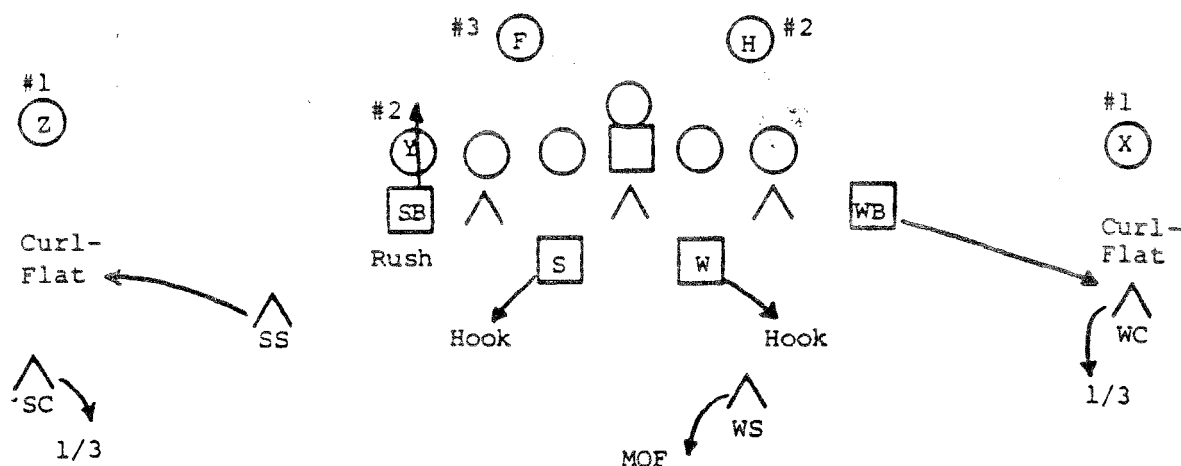


3. #2 Wide-"Backer"



4. Vs. #1 Tight-"Sky"



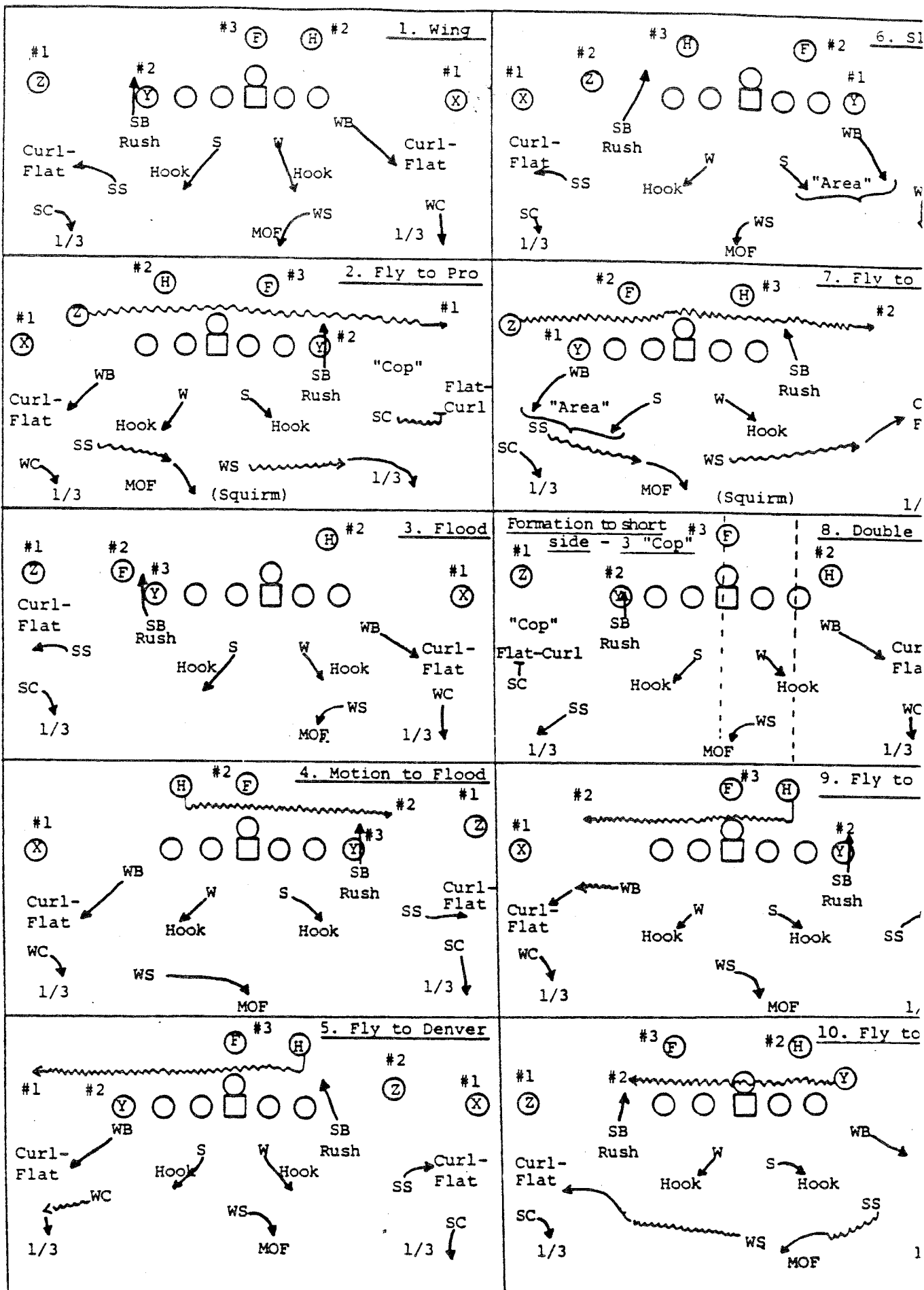


Stack Cover #3 - A rotated zone coverage to the two receiver side of the offensive formation with 3 linebackers in coverage, employing tight coverage on receivers in each zone based on a read of route progression. Linebacker flow rule.

CP - Down & Dist/2 Minute - play deeper

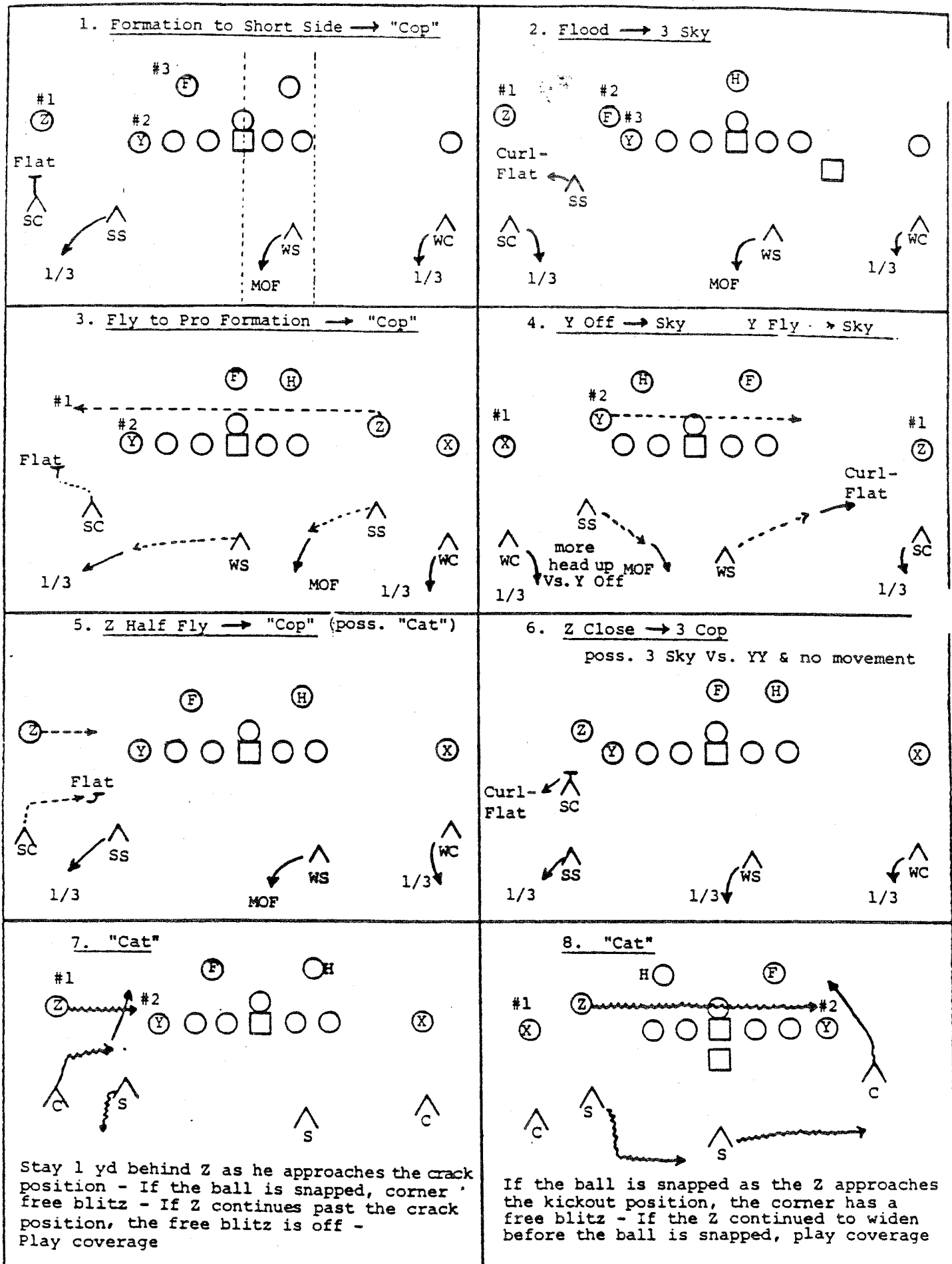
POSITION	ALIGNMENT	KEY	RESPONSIBILITY	
<u>STRONG BACKER</u>	6 Alignment	Tight End, Tackle, Guard & Near Back	1. 6 Technique 2. Contain rusher vs. pass	
<u>SAM</u>	Head Up Guard 3½-4 yds. deep	Thru Guard to Backs	<u>Strongside</u> 1. Open to strong hook 2. Read patterns of #2/#3	<u>Weakside</u> 1. Open to weak hook 2. Read pattern by #2 CP: Hold seam, reroute vs. #2 I/S.
<u>WILL</u>	Head Up Guard 3½-4 yds. deep	Thru Guard to Backs	3. See the throw 4. Attack dumps inside/out	3. See the throw 4. Attack dumps inside/out CP - "Area" vs. #1 tight
<u>WEAK BACKER</u>	9 Alignment CP - 6 Alignment Vs. #1 tight	Near Back, Tackle, QB	1. Open outside and drop to the curl area. Play curl/flat responsibility 2. Read pattern by #2 - hold curl area CP: Hold the seam vs. #2 vertical 3. See the throw. 4. Attack dumps outside/in CP - "Area" vs. #1 tight-CP - "Out"-line up on #1 & jam outside	
<u>STRONG CORNER</u>	Split Rule 8-9 yds. from LOS	Thru #2 to Backs	1. Cover deep outside 1/3. Deep as the deepest and thru zone midpoint applying sideline rule. See the throw. 2. Read strongside #2 & be aware of strongside combination routes. CP- "Cop" - Jam #1 outside using settle technique & play flat/curl responsibility	
<u>STRONG SAFETY</u>	4 yds. outside normal TE 0-7 yds deep Vs. #2 wide-7 yd. rule	Thru #2 to Backs	1. Drop to inside shoulder of #1. Play curl/flat. 2. Read patterns of #2/#3 - hold curl area - hold seam vs. #2 vertical 3. See the throw. 4. Attack dumps outside/in CP- "Cop" - Play deep outside 1/3 responsibility CP - "Out" - line up on #1 & jam outside	
<u>WEAK SAFETY</u>	12 yds. on ins. leg of wk. tackle CP - on ball Vs. Slot	Thru uncovered linemen to Backs	1. Cover deep middle 1/3, deep as the deepest 2. Guarantee post help. Cover #2 on seam 3. Key ball and read strong to weak progression See the throw	
<u>WEAK CORNER</u>	Split Rule 8-9 yds. from LOS #1 tight - 4x4 alignment	#2 and Weak Tackle	1. Cover deep outside 1/3. Deep as the deepest and thru zone midpoint applying sideline rule 2. Read weakside #2 & be aware of weakside combination routes. See the throw	

ADJUSTMENTS - STACK COVER #3

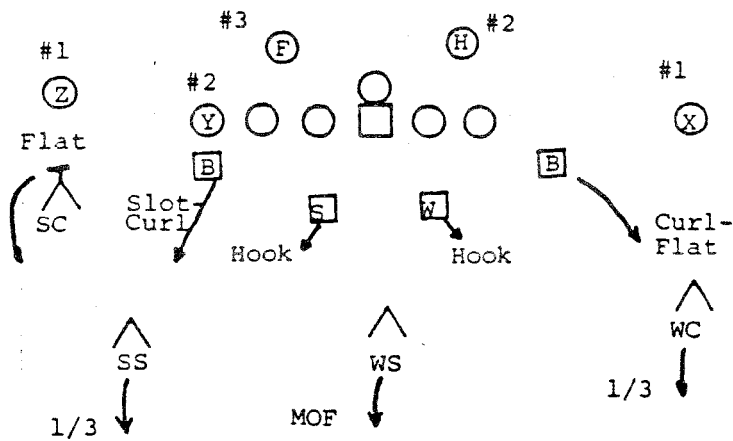


SECONDARY ADJUSTMENTS ON COVER 3

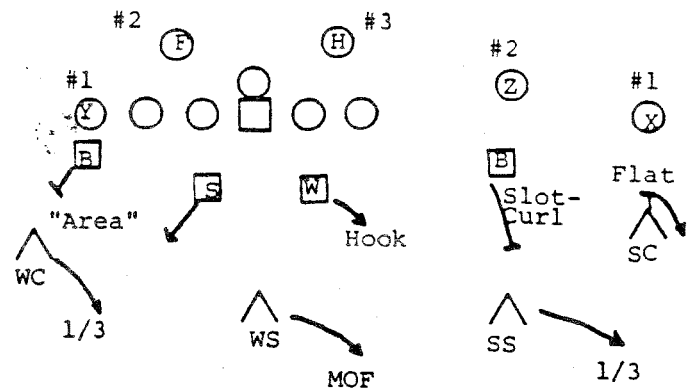
(Stack 3, 34-3, Linda/Rita with strength to field)



34-3 "Cop" Vs. Pro Formation

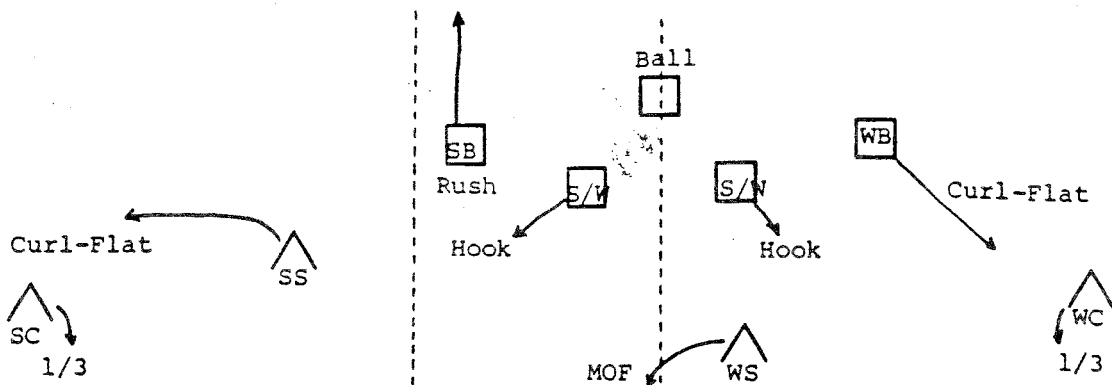
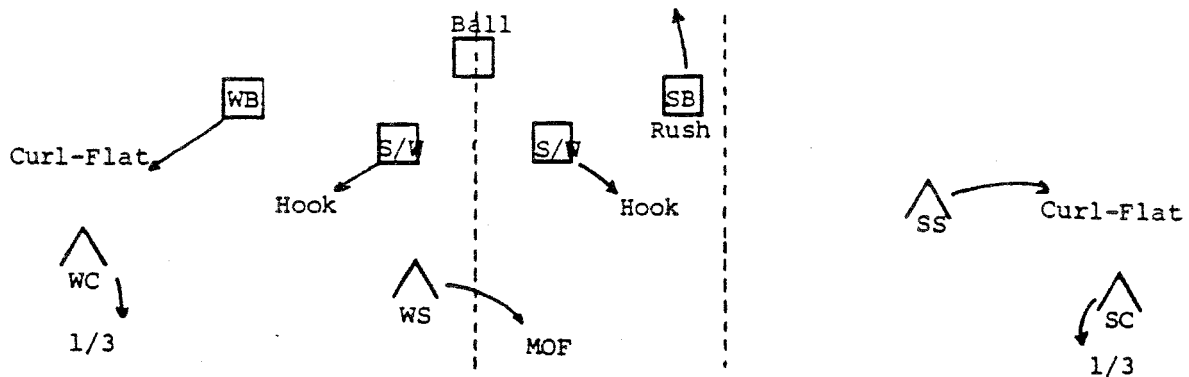


34-3 "Cop" Vs. Slot Formation



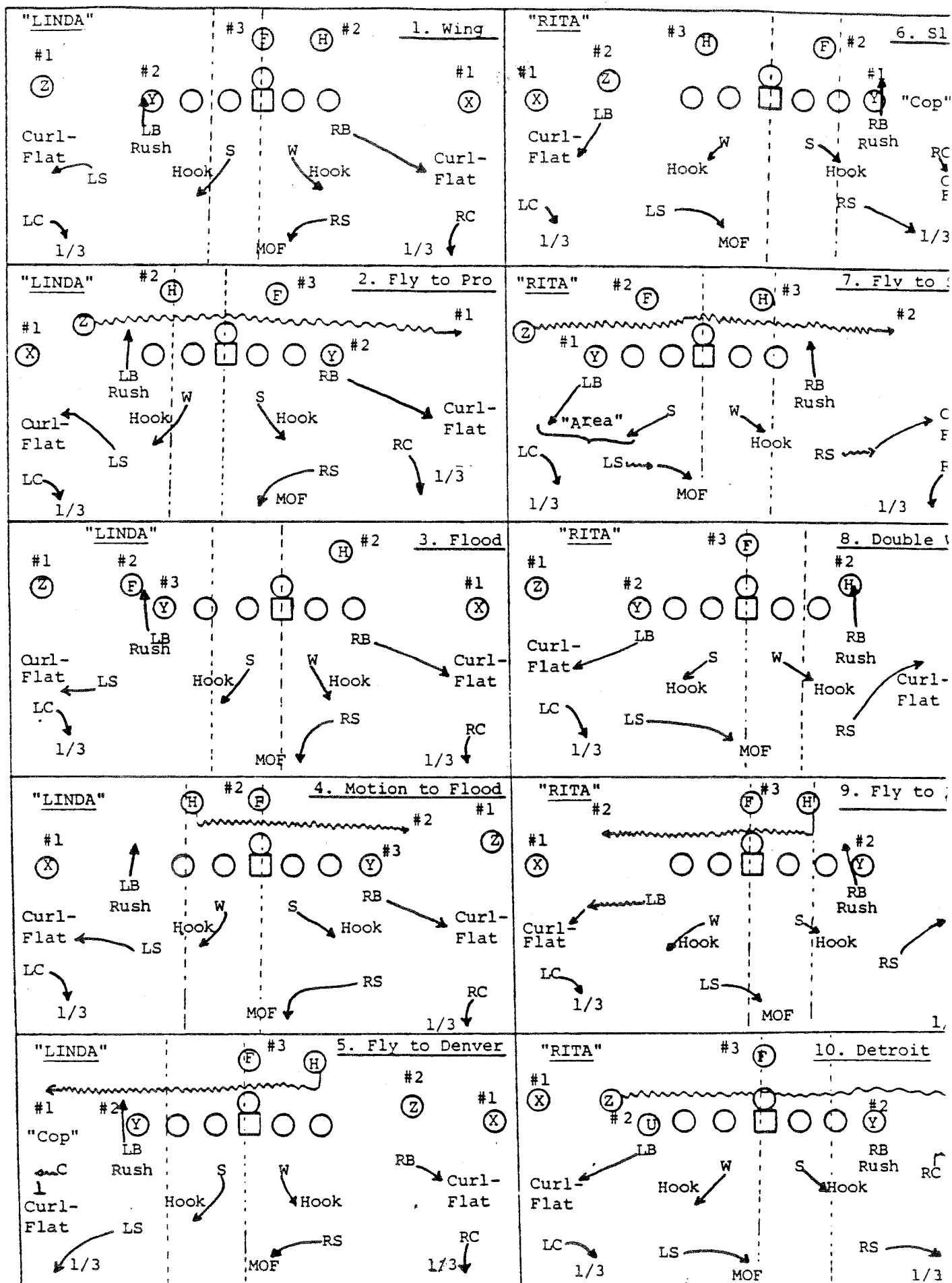
34 Cover 3 Cop - A rotated zone coverage to the two receiver side of the offensive formation with 4 linebackers in coverage, employing tight coverage on receivers in each zone based on a read of route progression. Linebacker flow rule.

POSITION	ALIGNMENT	KEY	RESPONSIBILITY
<u>STRONG BACKER</u>	Same As Stack Cover 3		1. Open outside and drop to curl area 2. Read #2 & #3 and play slot/curl responsibility 3. React when ball is thrown
<u>SAM & WILL</u>			Strongside } Same as Stack Cover 3 Weakside }
<u>WEAK BACKER</u>			Same as Stack Cover 3
<u>STRONG CORNER</u>			1. Jam #1 outside using settle technique Play flat area. Be aware of strongside combination routes 2. Attack any dumps from outside/in (force)
<u>STRONG SAFETY</u>			1. Cover deep outside 1/3. Deep as the deepest and thru zone midpoint applying sideline rule. See the throw. 2. Read #2 and be aware of strongside combination routes.
<u>WEAK SAFETY</u>			Same as Stack Cover 3
<u>WEAK CORNER</u>			Same as Stack Cover 3

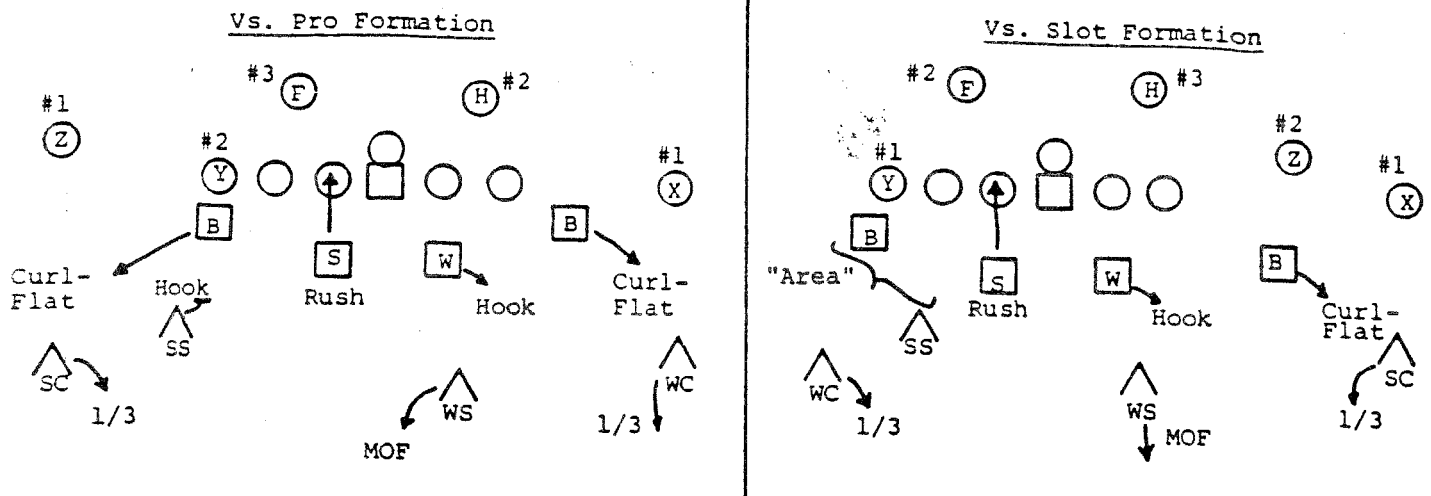
STACK LINDASTACK RITAPOSITION ALIGNMENTKEYRESPONSIBILITY

<u>STRONG BACKER</u>	<u>SAME AS STACK</u>	<u>COVER 3</u>	1. Contain rusher
<u>SAM</u>			<u>Strongside</u> <u>Weaksides</u> SAME AS STACK COVER 3
<u>WILL</u>			
<u>WEAK BACKER</u>			1. Normal cover 3 drop to short side 2. Read pattern of #2
<u>STRONG CORNER</u>			SAME AS STACK COVER 3
<u>STRONG SAFETY</u>	0-6 yds. deep to the wide side	thru #2 to the Backs	SAME AS STACK COVER 3
<u>WEAK SAFETY</u>	12 yds. deep to the short side	thru uncovered lineman to the Backs	SAME AS STACK COVER 3
<u>WEAK CORNER</u>	<u>SAME AS STACK</u>	<u>COVER 3</u>	

ADJUSTMENTS - STACK LINDA/RITA



STACK 3 BUZZ TED

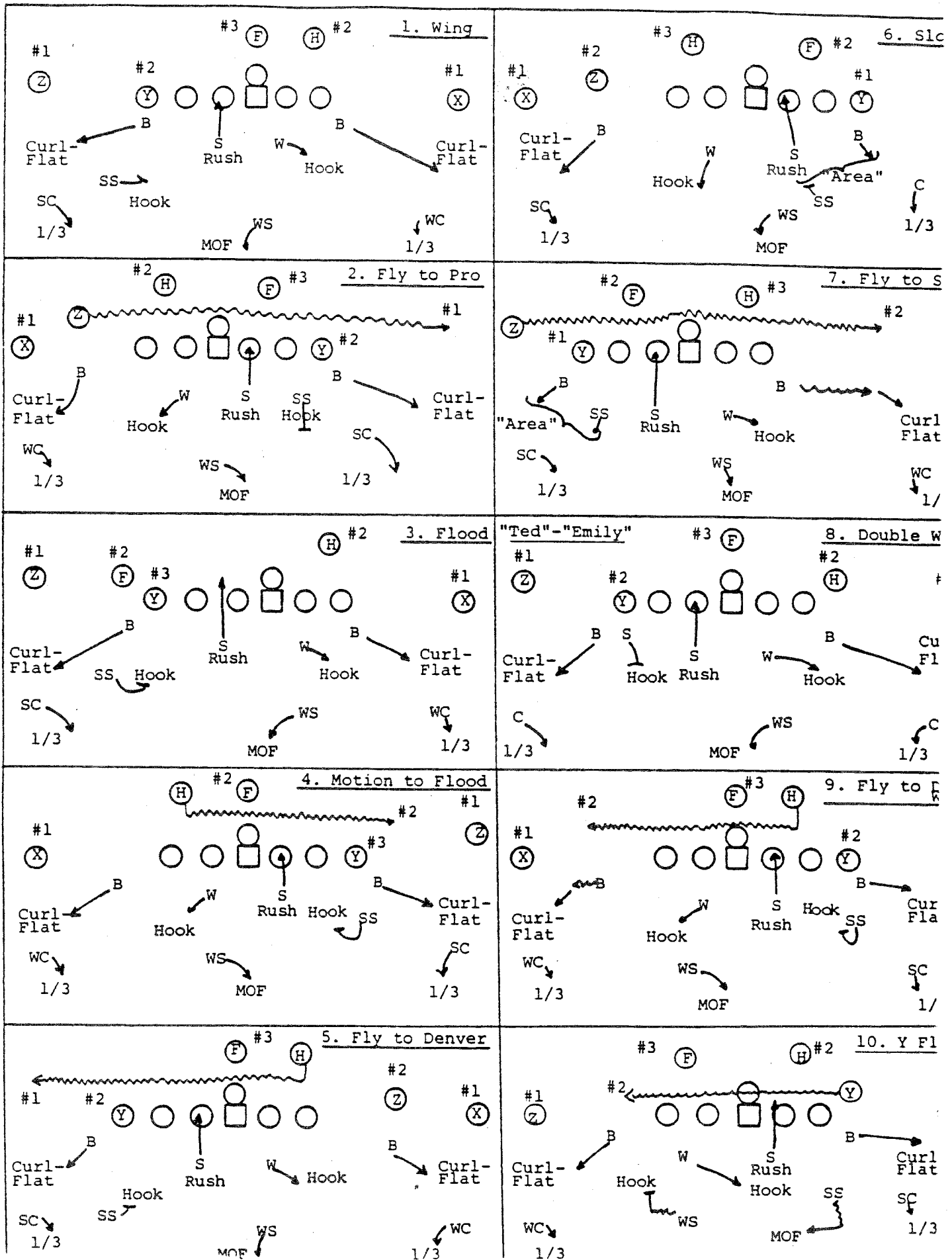


Stack 3 Buzz Ted - A variation of Stack with an exchange of responsibilities between the Sam, Strong Backer, and Strong Safety to the TE side regardless of formation.

POSITION ALIGNMENT KEY

RESPONSIBILITY

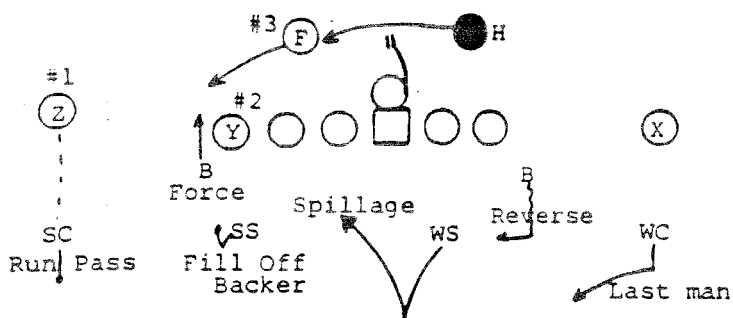
<u>TE BACKER</u>	9 Alignment	Same As Stack 3	1. Cover strongside curl-flat. Be aware of strongside combination routes. 2. Vs. #1 tight weakside - play "area" call (with SS).
<u>SAM</u>	Same as	Stack 3	1. Rush
<u>WILL</u>	Same as	Stack 3	Vs. Y Fly, cover off hook →
<u>OPEN BACKER</u>	Same as	34-3	Vs. Pro, same as Stack 3 Vs. Slot, line up on #2 rec. & play curl-flat responsibility
<u>STRONG CORNER</u>	Same as	Stack 3	→ CP: No "Cop" rules with "Buzz"
<u>STRONG SAFETY</u>	To TE	Thru TE to Backs	1. Cover hook to TE side - Be aware of strongside combination routes. 2. Vs. Slot, play "area" with OLB CP: Poss. "Emily", "Gloria" 3. Vs. Flood, widen alignment (poss. "Emily") - Replace OLB as Force vs. Crack from YY
<u>WEAK SAFETY</u>	Same as	Stack 3	1. Cover MOF vs. all formations CP: Vs. Slot - favor slot side
<u>WEAK CORNER</u>	Same as	Stack 3	→ CP: Vs. Slot - play deeper



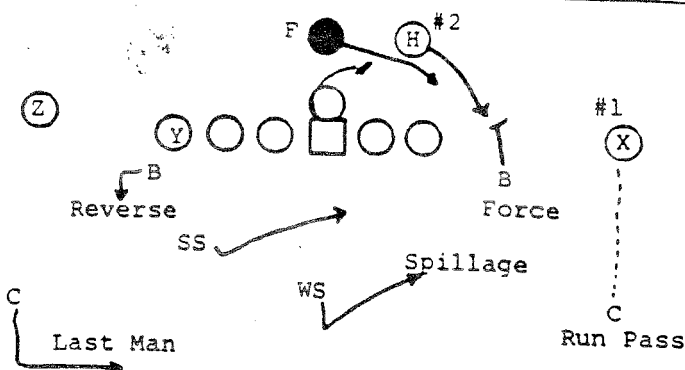
STRONGSIDE (Backer)

WEAKSIDE (Backer)

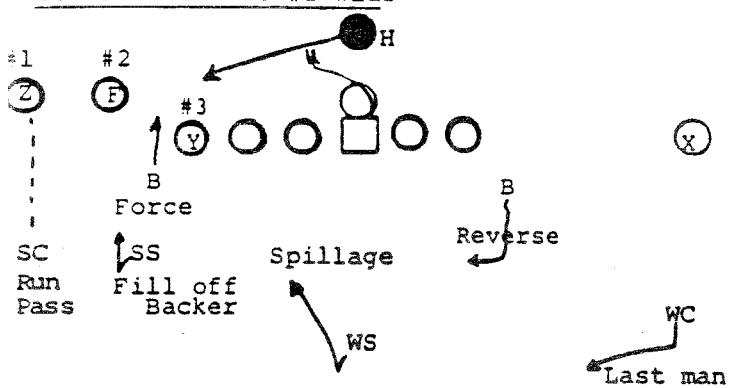
1. "Backer" vs. #2 tight



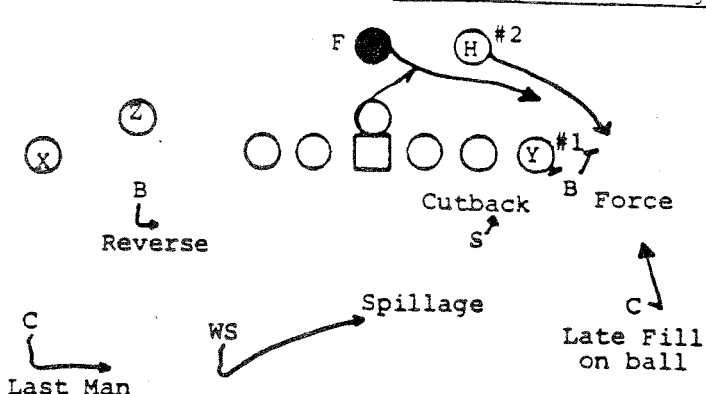
1. Backer vs. #1 wide



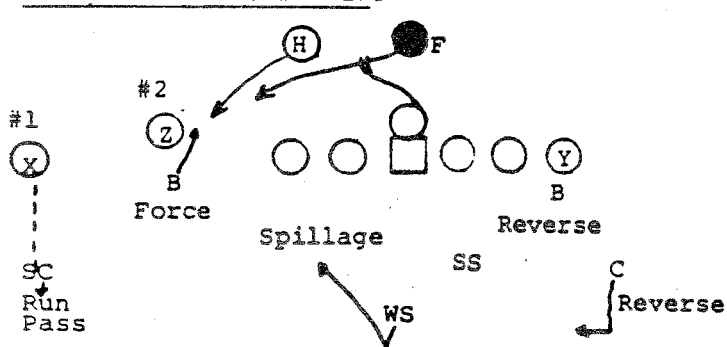
2. "Backer" vs. #2 wide



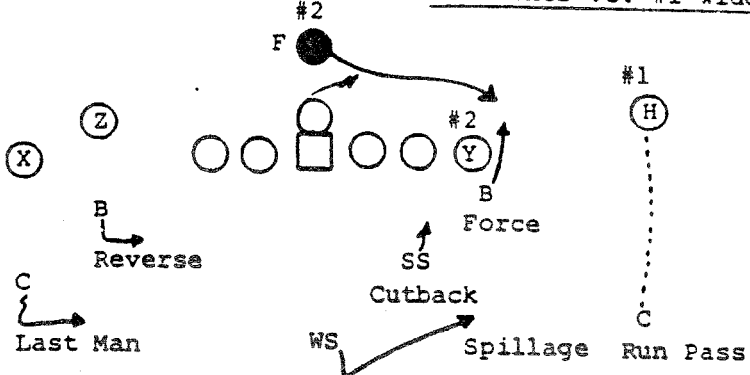
2. Backer vs. #1 tight



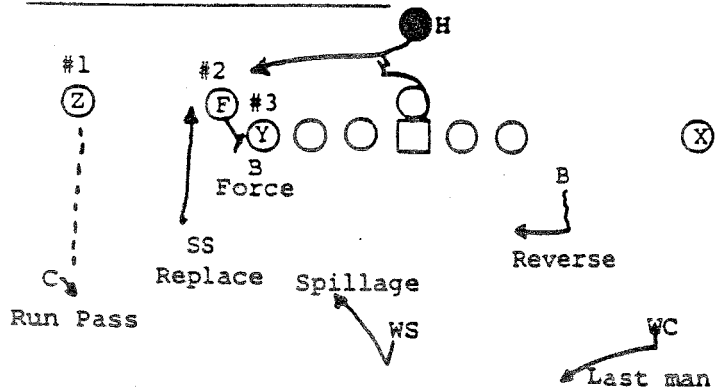
3. "Backer" vs. #2 wide



3. Backer vs. #1 wide



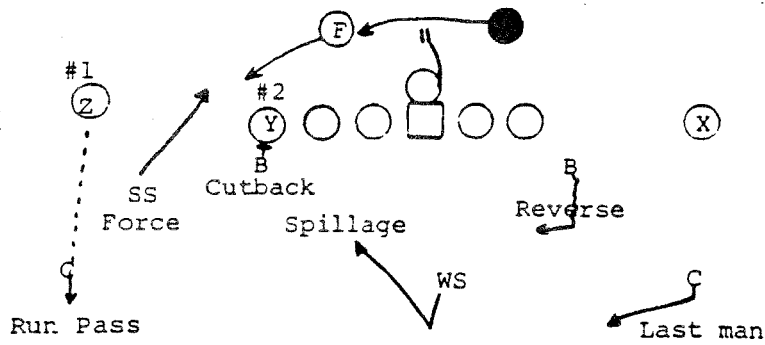
4. "Backer" vs. #2 wide



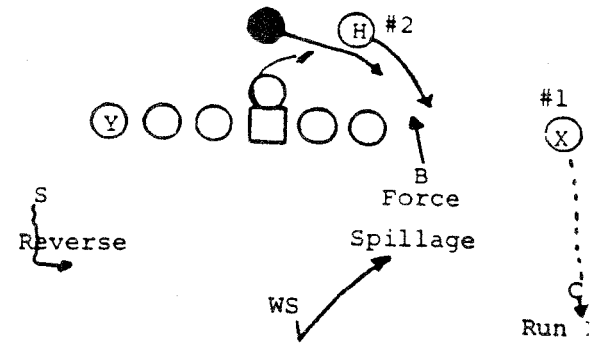
STRONGSIDE (Sky)

WEAKSIDE (Backer)

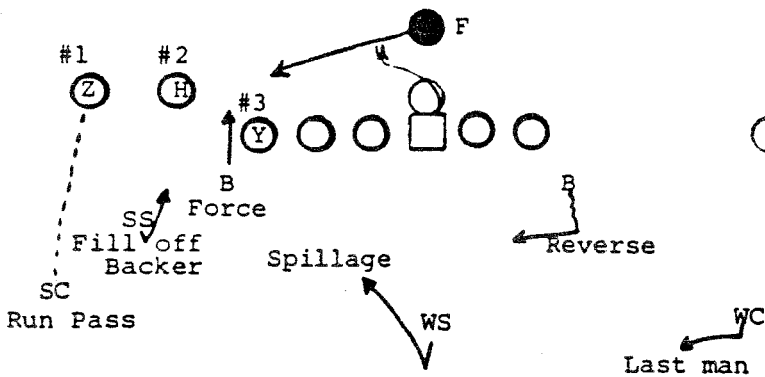
1. "Sky" vs. #2 tight



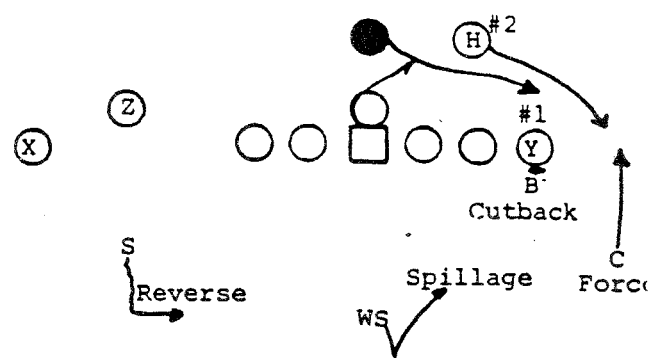
5. "Backer" vs. #1 w



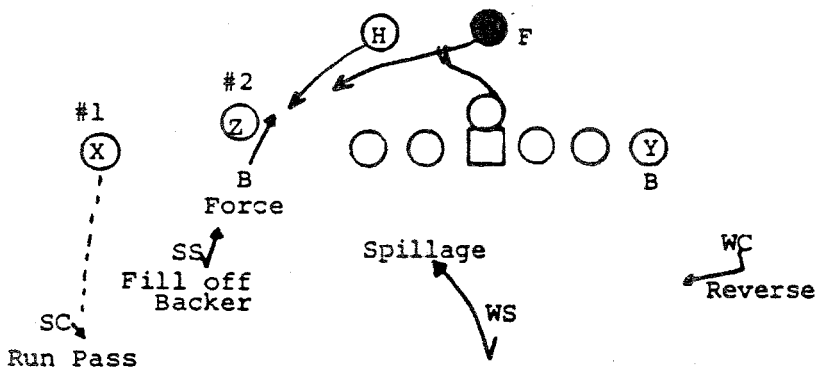
2. "Backer" vs. #2 wide



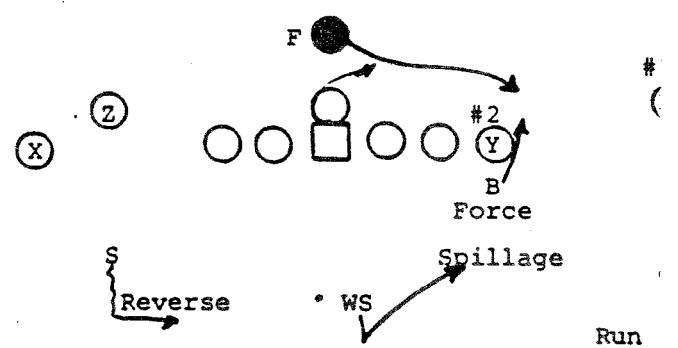
6. "Cloud" vs. #1 tie



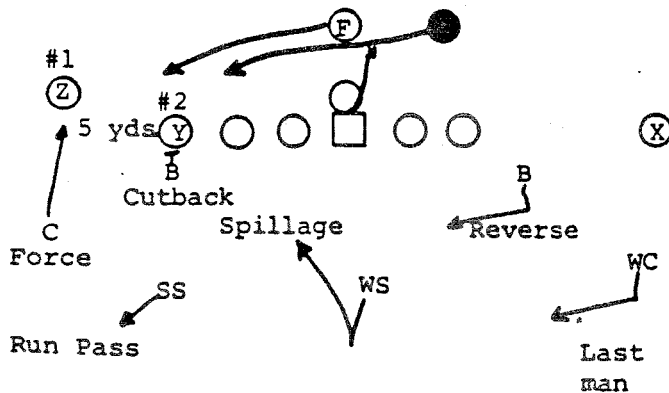
3. "Backer" vs. #2 wide



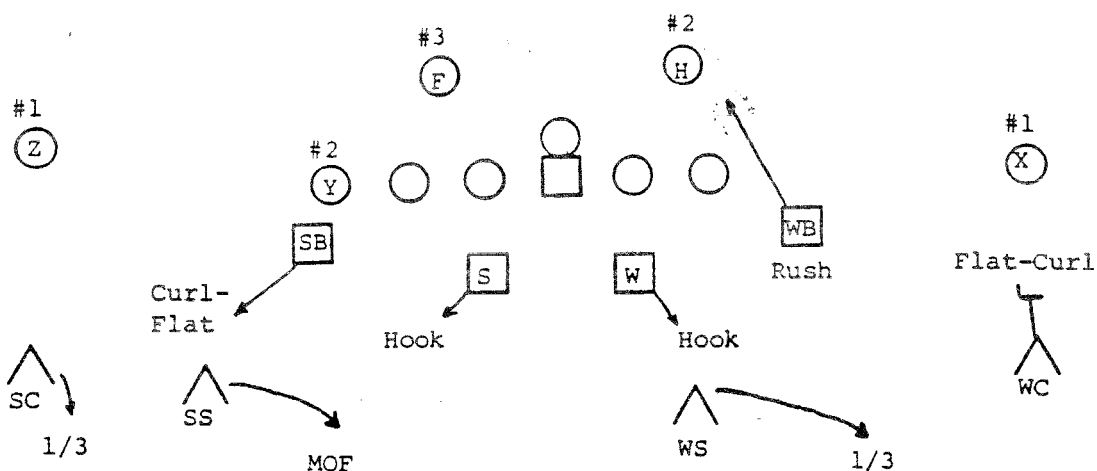
7. "Backer" vs. #1 w



4. "Cloud" vs. #1 close

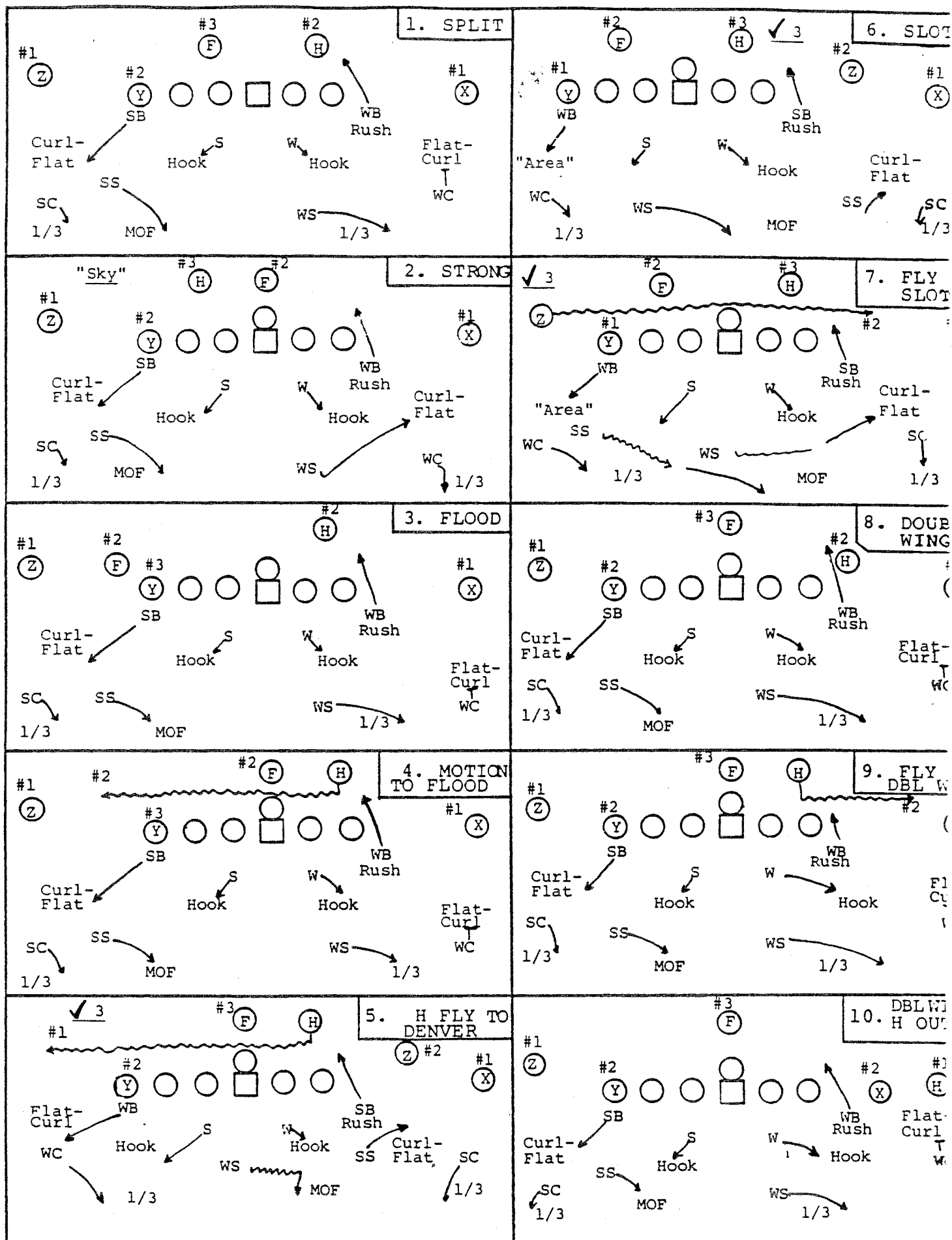


STACK COVER #4



Stack Cover #4 - A rotated zone coverage to the one receiver side of a pro formation with 3 linebackers in coverage, employing tight coverage on receivers in each zone based on a read of route progression. Linebacker flow rule. Check 2nd coverage call vs. slot.

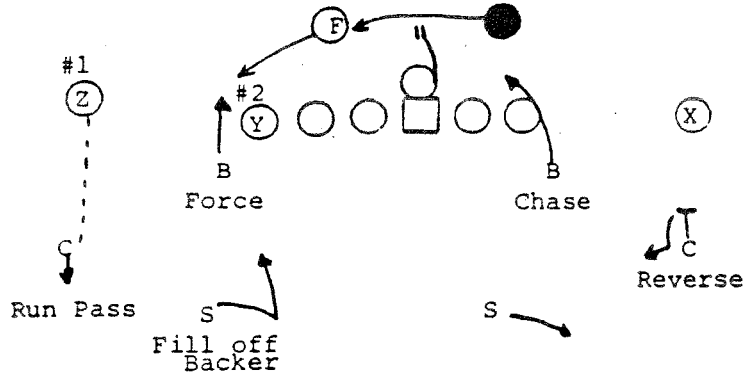
POSITION	ALIGNMENT	KEY	RESPONSIBILITY
<u>STRONG BACKER</u>	9 Technique	Tight End, Tackle, Guard & Near Back	<ol style="list-style-type: none"> 1. Open outside and drop to curl area. 2. Read #2 & #3. 3. vs. 3 step drop, play inside routes of normal #1. 4. Hold curl area & react when ball is thrown. 5. Attack screen outside/in. CP: Align on #2 wide
<u>SAM</u>	Headup Guard 3½-4 yds. deep	Thru Guard to Near Back	1. Same as Stack Cover 3
<u>WILL</u>	Headup Guard 3½-4 yds. deep	Thru Guard to Near Back	<ol style="list-style-type: none"> 1. Same as Stack Cover 2 CP: You will get more help from corner in flat - Hold curl tighter
<u>WEAK BACKER</u>	6 Technique	(Tight End), Tackle, Near Back	1. Contain rush vs. pass
<u>STRONG CORNER</u>	Split Rule 8 yds. deep	Thru #2 to Backs	<ol style="list-style-type: none"> 1. Same as Stack Cover 3 CP: Be ready to ride #1 hard inside on dig
<u>STRONG SAFETY</u>	2 yds. outside normal TE 8 yds. deep	Thru #2 to Backs	<ol style="list-style-type: none"> 1. Drop straight back and read #2. 2. Cover #2 on seam/post. 3. No threat by #2, continue to middle 1/3. 4. Read QB for throw.
<u>WEAK SAFETY</u>	12 yds. deep on inside leg of weak tackle	Thru uncovered lineman to Backs	<ol style="list-style-type: none"> 1. Drop at an angle 17 yds. deep and inside of #1. 2. Read the release of #1. CP: "Sky" - Play curl/flat 3. If #1 releases outside, read QB for fade. 4. If #1 releases inside, gain depth and do not over run him. After #1 releases, square up, find #2 & read QB. 5. Cover #1 on all deep routes (expect no post help).
<u>WEAK CORNER</u>	Split Rule 8 yds. deep	"Cop" - #1 Sky/#2	<ol style="list-style-type: none"> 1. Jam #1 outside ("Club" tech). Play flat to curl. 2. Read #2's pattern. 3. Attack screen outside/in. CP - Sky - play 1/3 responsibility (same as Cover 3).



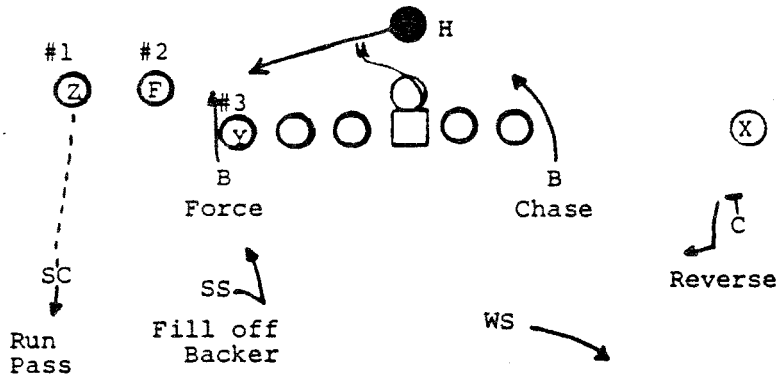
STRONGSIDE (Backer)

WEAKSIDE (Cloud)

1. "Backer" vs. #2 tight

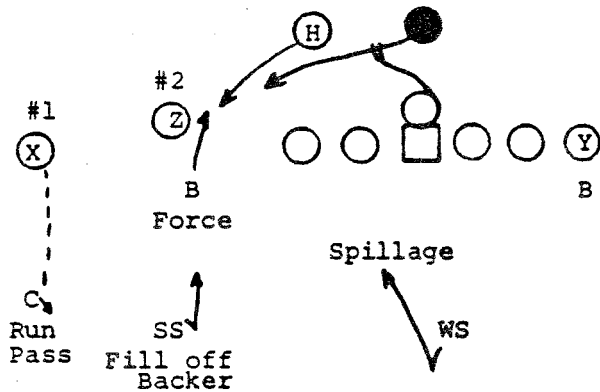


2. "Backer" vs. #2 wide

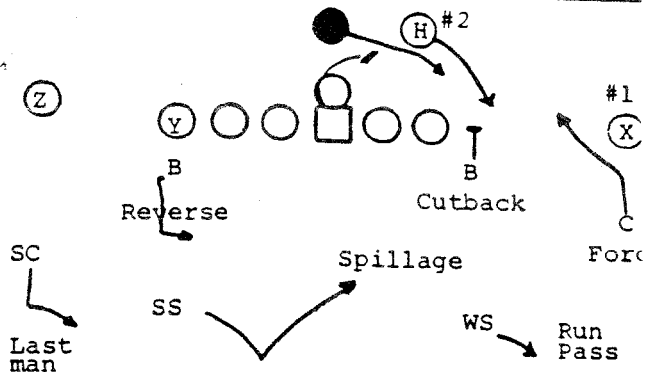


3. "Backer" vs. #2 wide

✓ Cover #3 vs. Slot

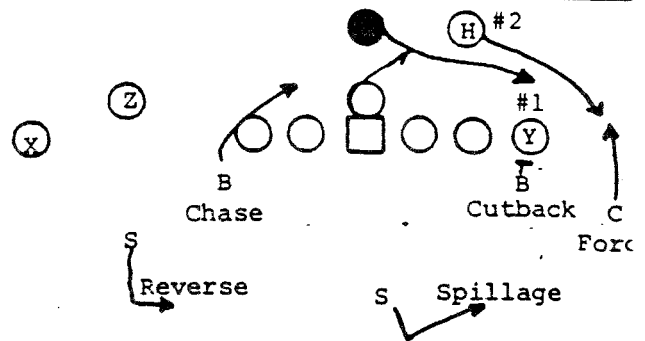


4. "Cloud" vs. #1 w



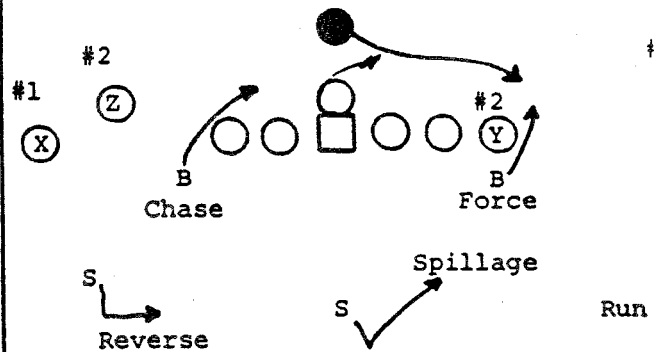
✓ Cover 3 vs. Slot

5. ("Cloud" vs. #1 t



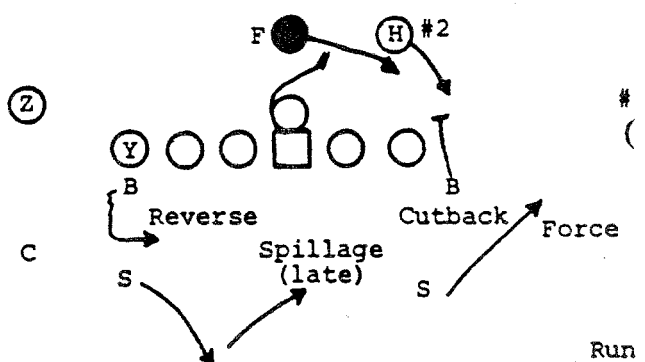
✓ Cover 3 vs. Slot

6. ("Backer" vs. #1



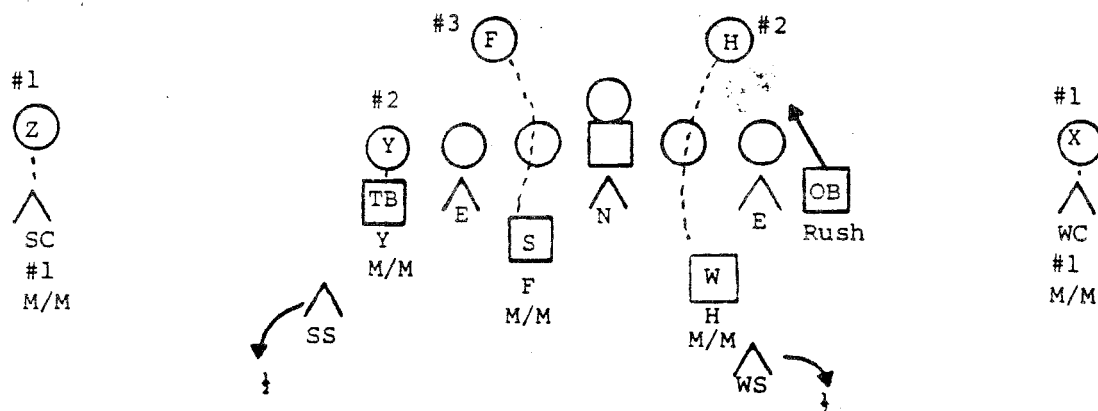
4 Sky

7. "Sky" vs. #1 wi



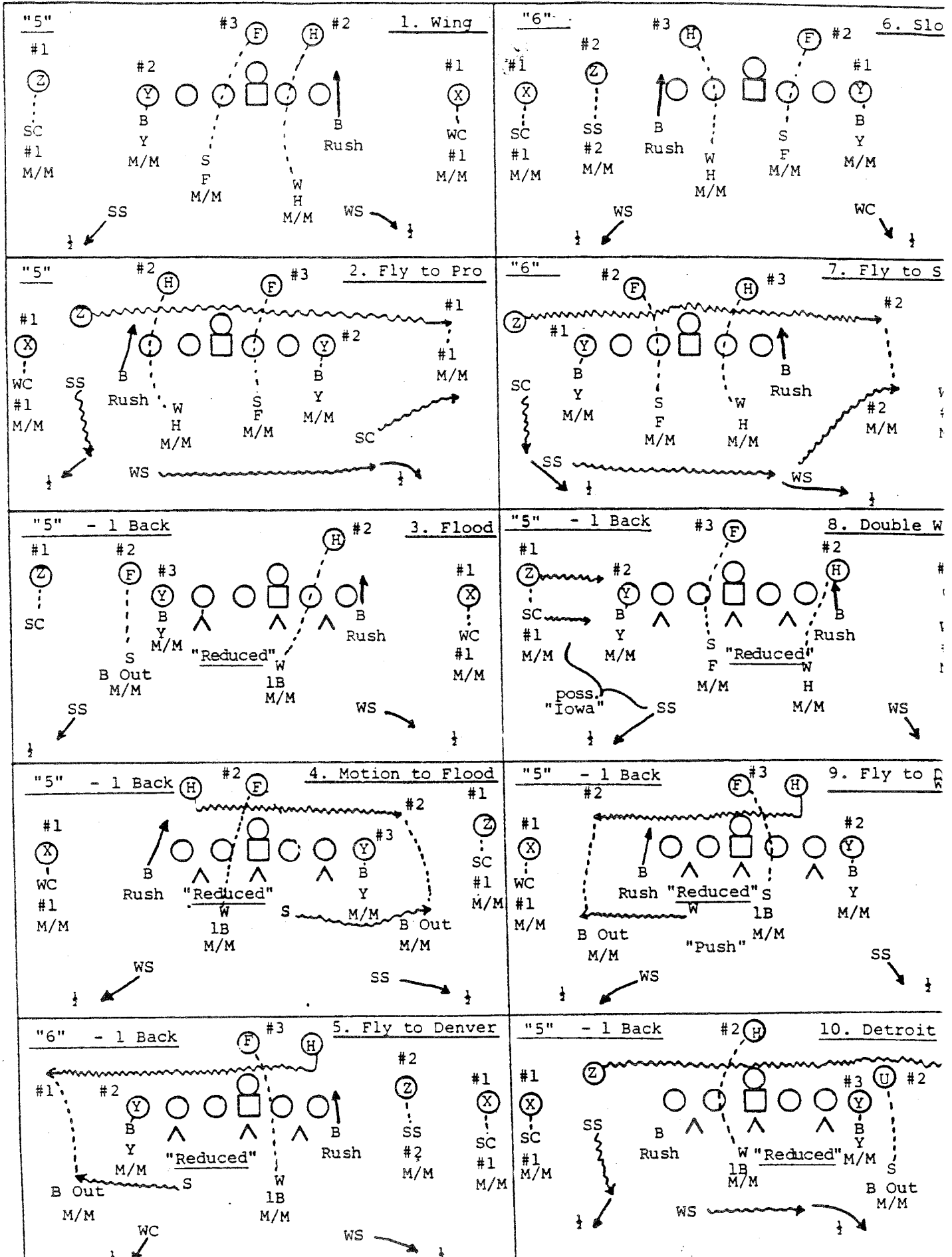
STACK COVER #5

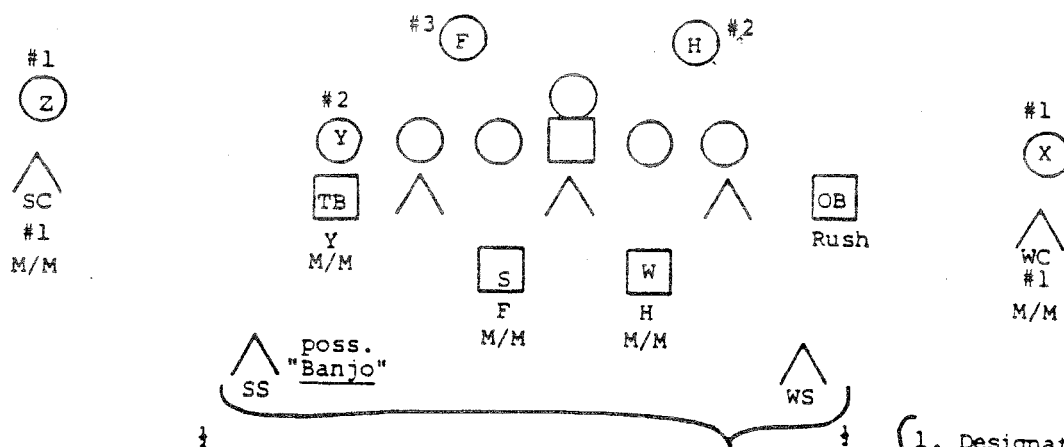
Audible - _____



(Reduced) Cover #5 - A combination man/man and zone coverage played vs. pro formation only. Five underneath defenders play man/man and two deep defenders play zone ($\frac{1}{2}$ the field). No flow.
 Double Call - "5/6" - Check 2nd coverage call vs. slot formation.
"5 Match-Up" - Play 5 vs. everything. Corners on WR's.

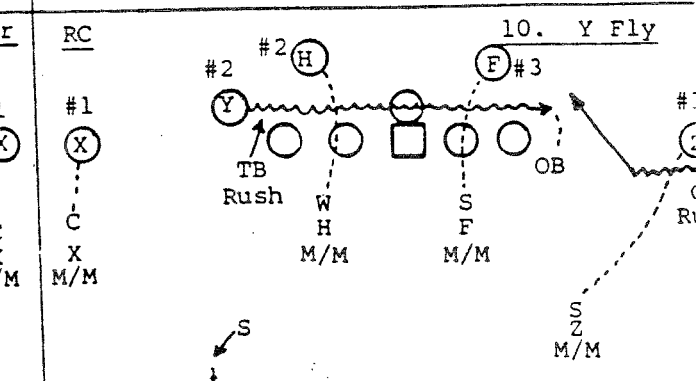
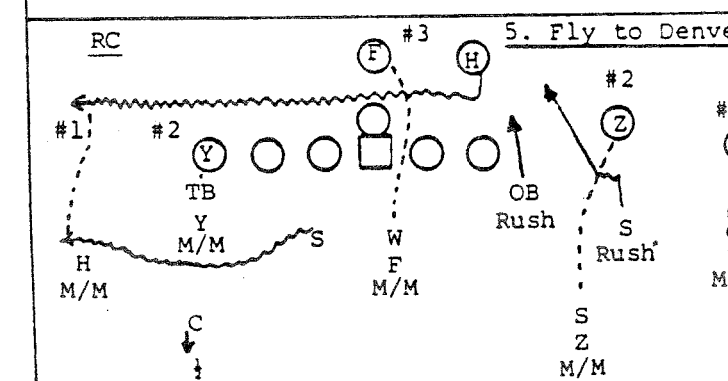
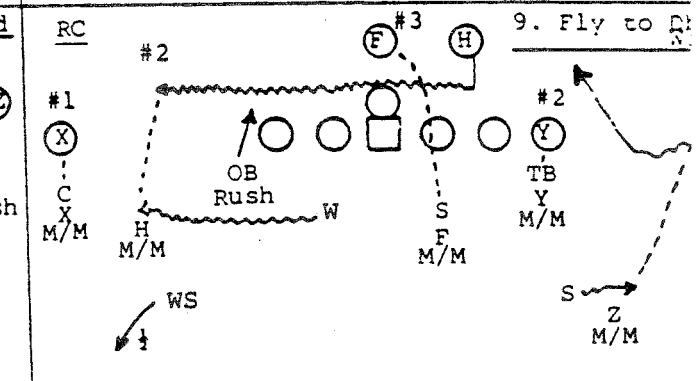
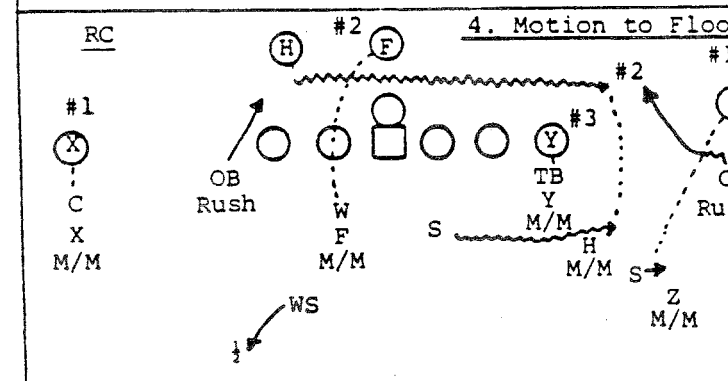
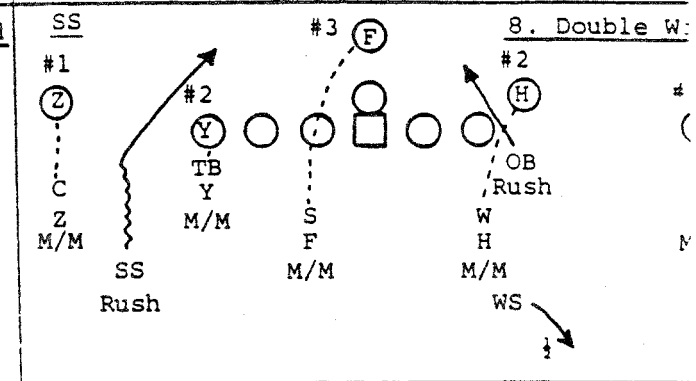
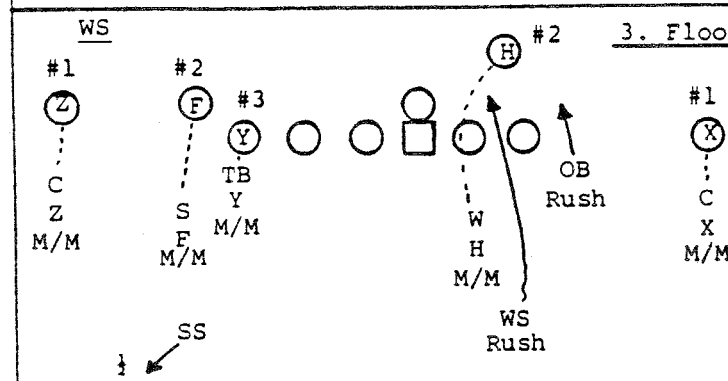
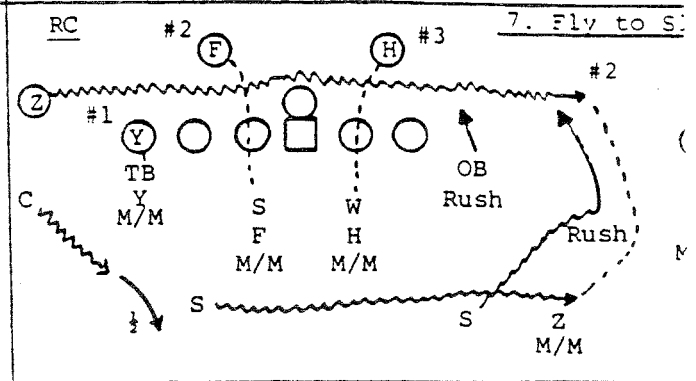
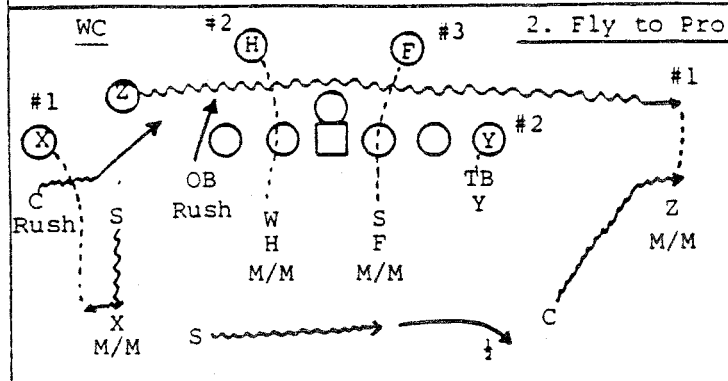
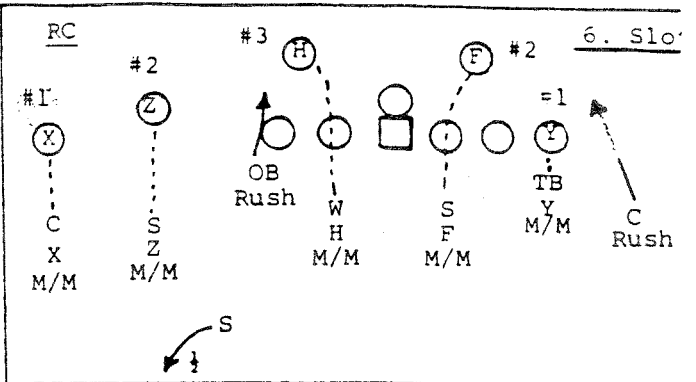
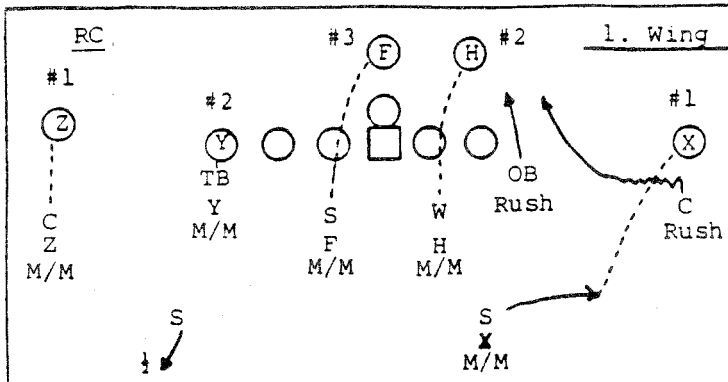
POSITION	ALIGNMENT	KEY	RESPONSIBILITY
<u>TE</u> <u>SIDE</u> <u>BACKER</u>	6 Alignment or on TE	TE Periph G, T, Back	1. Cover TE man/man using trail technique ($\frac{1}{2}$ help) CP - poss. "Banjo" with Sam CP - If your coverage blocks, hug CP - Vs. Y Fly, rush
<u>SAM</u>	Head up Guard 3 $\frac{1}{2}$ -4 yds. deep or on your coverage	Thru Guard to Back	1. Cover 1st back your side man/man using trail tech ($\frac{1}{2}$ help) CP - If your coverage blocks, hug CP - "Push" with Will on Back motion
<u>OPEN</u> <u>SIDE</u> <u>BACKER</u>	9 Alignment	Thru Tackle to Near Back	1. Rush CP - Poss. "Mirror" call CP - Vs. Y Fly, assume TE backer's responsibility (cover TE)
<u>WILL</u>	Head up on Guard 3 $\frac{1}{2}$ -4 yds. deep or on your coverage	Thru Linemen to your man	1. Cover 1st back your side man/man using trail tech ($\frac{1}{2}$ help) CP - If your coverage blocks, hug CP: "Push" with Sam on Back motion CP: Check to reduced if you have to leave for coverage or if you are the only LB'er
<u>STRONG</u> <u>CORNER</u>	On #1 "Bump"	#1	1. Cover #1 man/man using trail tech CP - $\frac{1}{2}$ help from WS CP - Usually play this coverage from "Bump" CP - "Iowa" Vs. Z half fly or close CP - "Match-Up" - Corners on WR's (Corners over Vs. Slot)
<u>STRONG</u> <u>SAFETY</u>	3 yds. outside normal Y 7-10 yds. deep	Thru Uncovered Linemen to Backs, QB	1. Zone $\frac{1}{2}$ of the field - Drop as aiming point 3 yds. inside numbers, 17 yds. deep 2. See flow, read #1's release, and take a hard read on QB CP: Poss. "Iowa" Vs. #1 close or half fly CP: "Match-Up" - Zone $\frac{1}{2}$ of the field to TE side
<u>WEAK</u> <u>SAFETY</u>	12 yds. deep on weak tackle	Thru Uncovered Linemen to Backs, QB	1. Zone $\frac{1}{2}$ of the field - Drop as aiming point 3 yds. inside numbers, 17 yds. deep 2. See flow, read #1's release, and take a hard read on QB CP - Poss. "Iowa" Vs. #1 close or half fly
<u>WEAK</u> <u>CORNER</u>	On #1 "Bump"	#1	1. Cover #1 man/man using trail tech CP - $\frac{1}{2}$ help from WS CP - Usually play this coverage from "Bump" CP - "Iowa" Vs. Z half fly or close CP - "Match-Up" - Corners on WR's (Corners over Vs. Slot)





(# Designated Corner or Safety) Cover 5/6 - A man/man coverage
with a Safety giving ‡ help away from rushing DB.
No Flow Rule

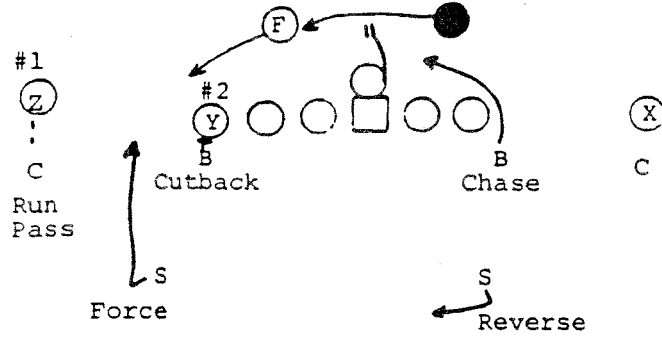
POSITION	ALIGNMENT	KEY	RESPONSIBILITY
<u>OPEN SIDE BACKER</u>	SAME AS	COVER 5/6	SAME AS COVER 5/6
<u>WILL</u>			CP: ‡ help away from rushing DB No help to rushing DB's side
<u>SAM</u>			
<u>TE SIDE BACKER</u>			
<u>CORNERS</u>			1. Designated corner rushes CP: Vs. slot, inside defender rushes 2. Corner not rushing covers WR man/man CP: ‡ help away from rusher
<u>SAFETIES</u>			1. Designated safety rushes CP: Vs. slot, inside defender rushes 2. Safety to rushing side covers WR M/M using inside tec 3. Safety away from rushing side plays ‡ technique



STRONGSIDE (Sky)

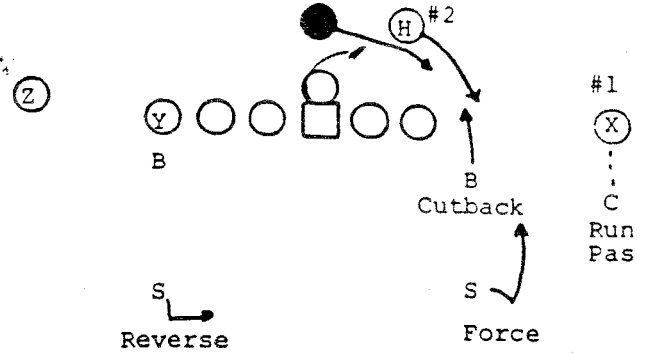
(Sky - 5)
WEAKSIDE (Cloud - 6)

1. "Sky" vs. #2 tight

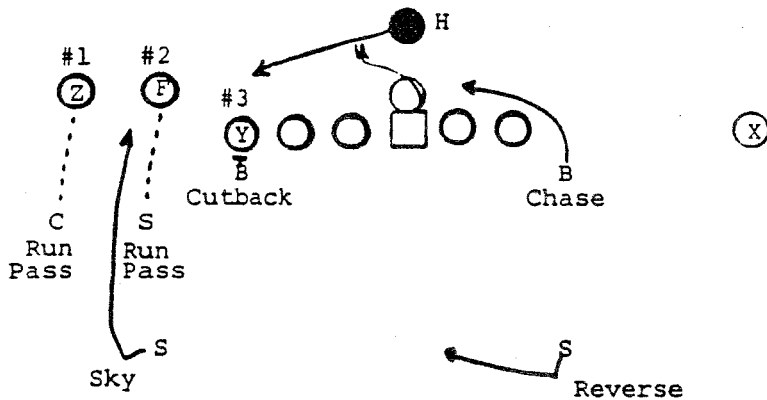


"5"

4. "Sky" vs. #1 wide

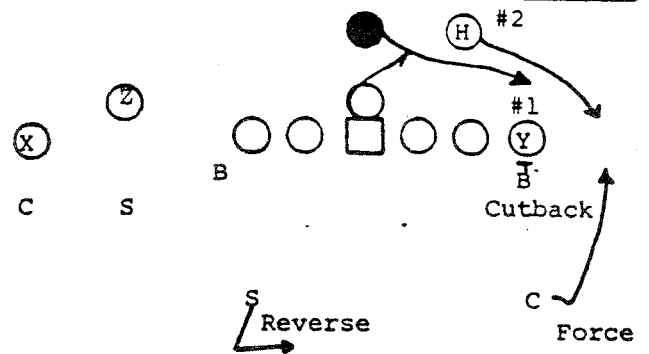


2. "Sky" vs. #2 wide



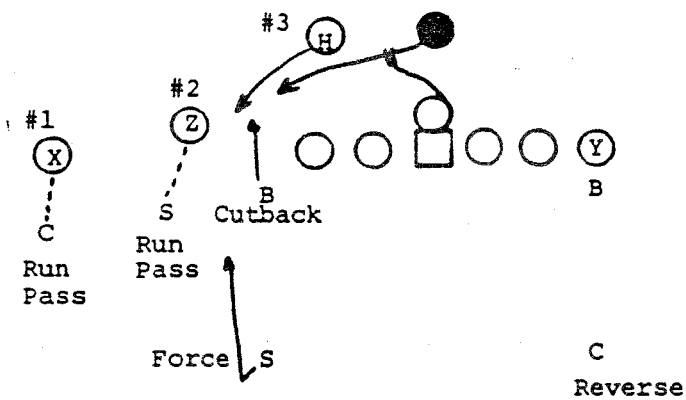
"6"

5. "Cloud" vs. #1 ti



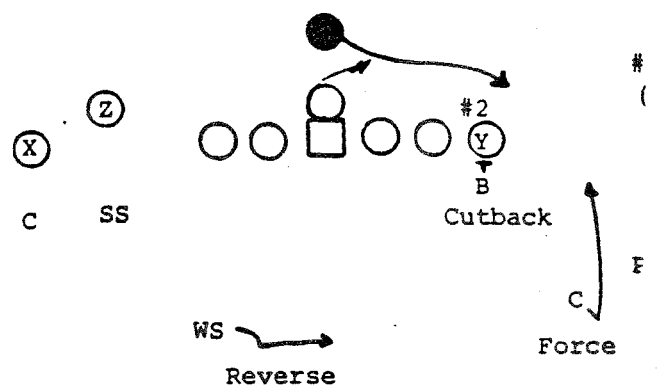
3. "Sky" vs. #2 wide

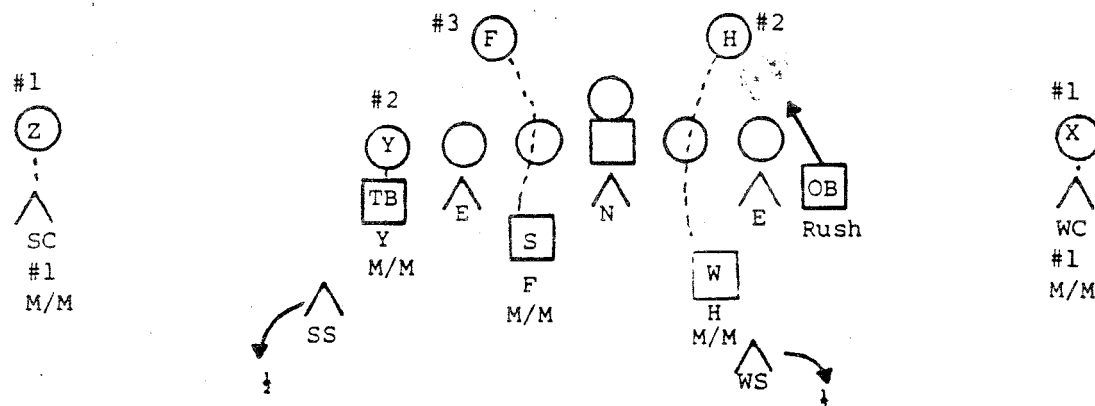
"6"



"6"

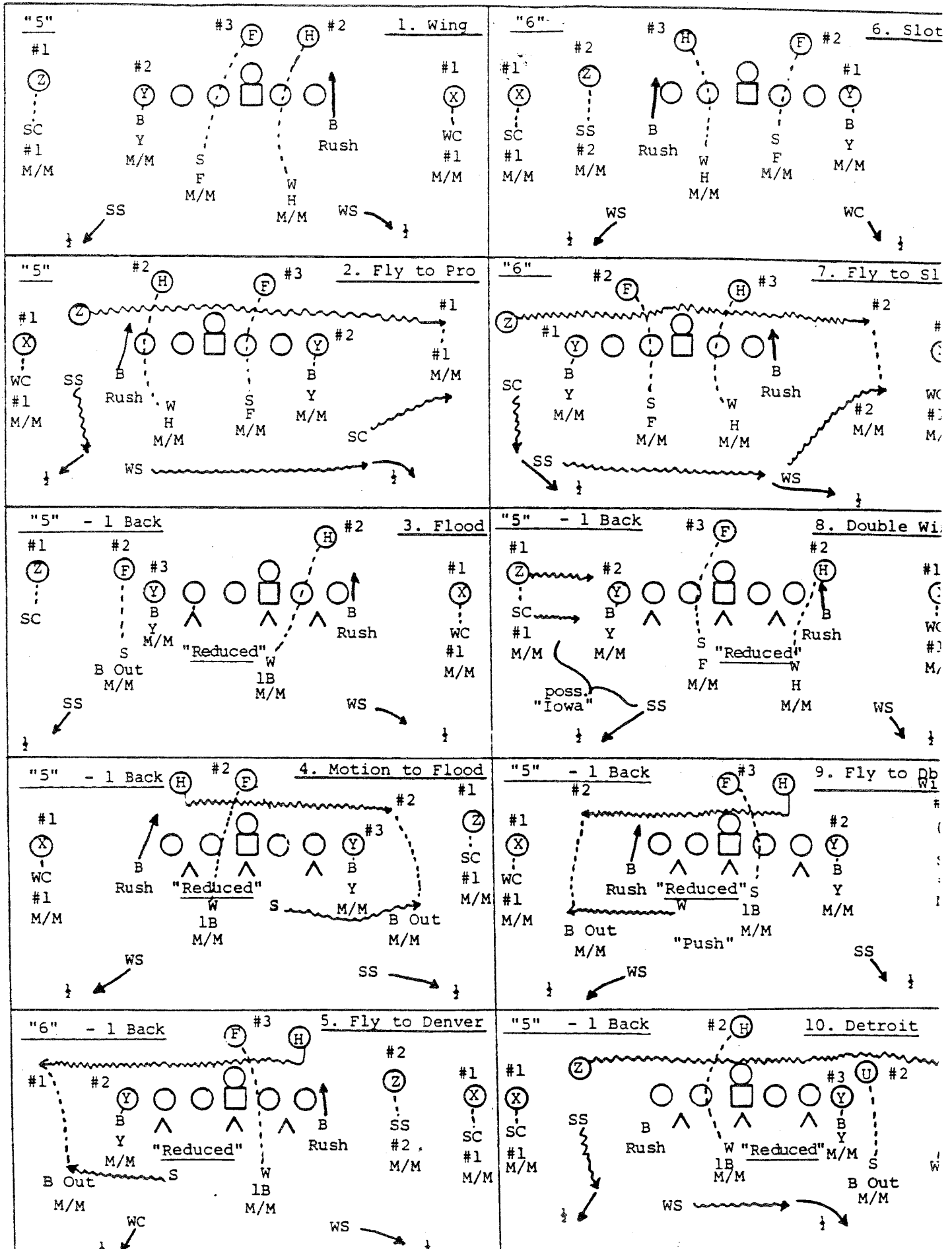
6. "Cloud" vs. #1 wi

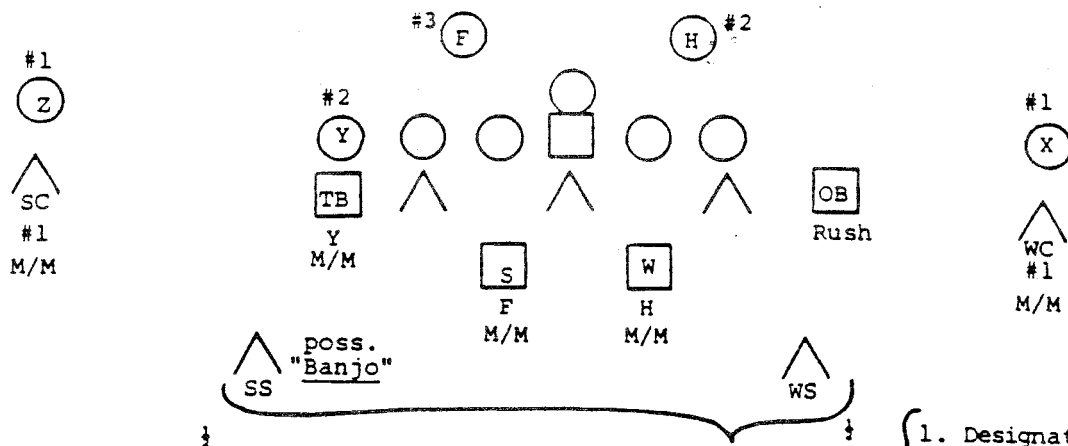




- (Reduced) Cover #5 - A combination man/man and zone coverage played vs. pro formation only. Five underneath defenders play man/man and two deep defenders play zone ($\frac{1}{2}$ the field). No flow.
 Double Call - "5/6" - Check 2nd coverage call vs. slot formation.
"5 Match-Up" - Play 5 vs. everything. Corners on WR's.

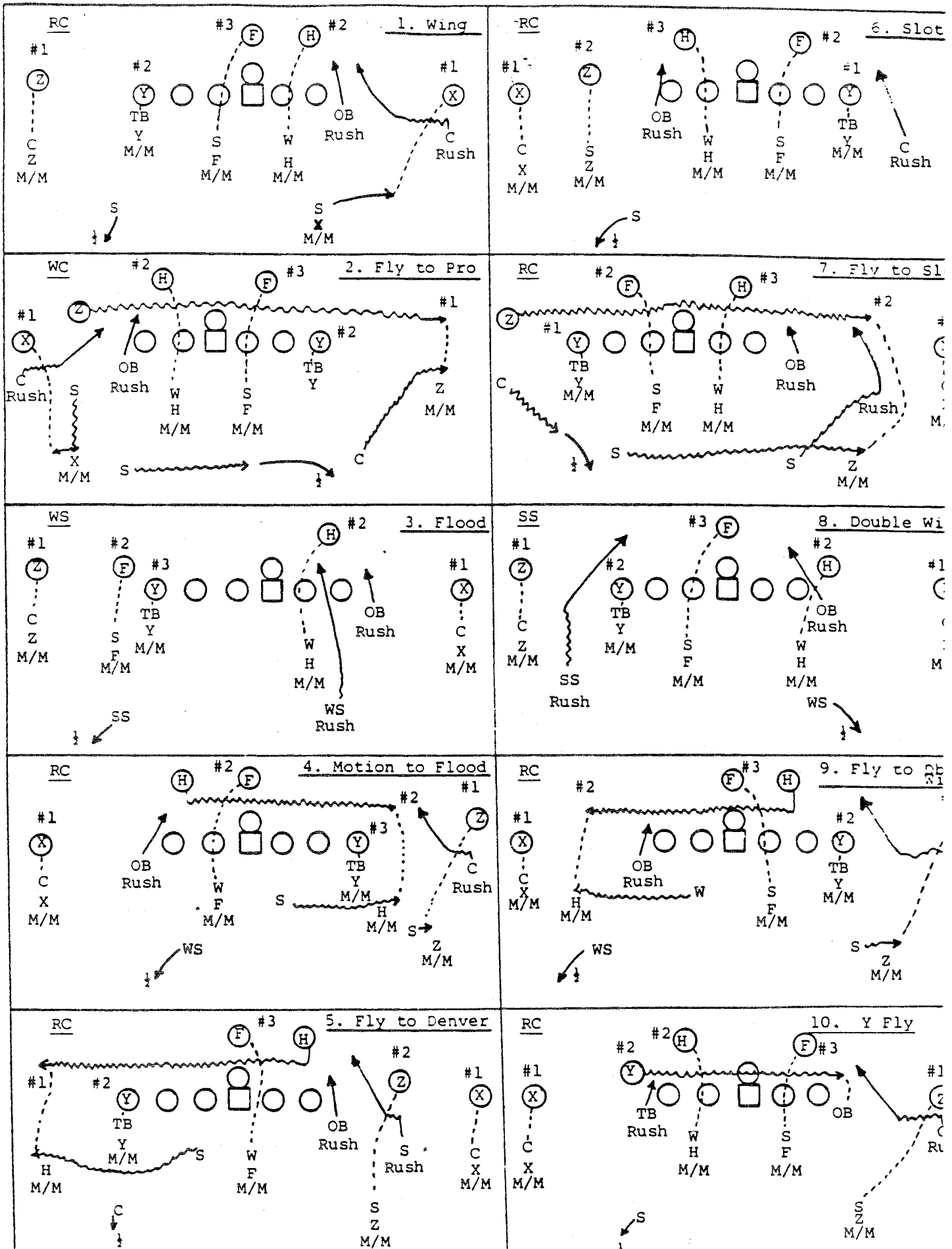
POSITION	ALIGNMENT	KEY	RESPONSIBILITY
<u>TE</u> <u>SIDE</u> <u>BACKER</u>	6 Alignment or on TE	TE Periph G, T, Back	1. Cover TE man/man using trail technique ($\frac{1}{2}$ help) CP - poss. "Banjo" with Sam CP - If your coverage blocks, hug CP - Vs. Y Fly, rush
<u>SAM</u>	Head up Guard 3 $\frac{1}{2}$ -4 yds. deep or on your coverage	Thru Guard to Back	1. Cover 1st back your side man/man using trail tech($\frac{1}{2}$ help) CP - If your coverage blocks, hug CP - "Push" with Will on Back motion
<u>OPEN</u> <u>SIDE</u> <u>BACKER</u>	9 Alignment	Thru Tackle to Near Back	1. Rush CP - Poss. "Mirror" call CP - Vs. Y Fly, assume TE backer's responsibility(cover TE)
<u>WILL</u>	Head up on Guard 3 $\frac{1}{2}$ -4 yds. deep or on your coverage	Thru Linemen to your man	1. Cover 1st back your side man/man using trail tech($\frac{1}{2}$ help) CP - If your coverage blocks, hug CP: "Push" with Sam on Back motion CP: Check to reduced if you have to leave for coverage or if you are the only LB'er
<u>STRONG</u> <u>CORNER</u>	On #1 "Bump"	#1	1. Cover #1 man/man using trail tech CP - $\frac{1}{2}$ help from WS CP - Usually play this coverage from "Bump" CP - "Iowa" Vs. Z half fly or close CP - "Match-Up" - Corners on WR's (Corners over Vs. Slot)
<u>STRONG</u> <u>SAFETY</u>	3 yds. outside normal Y 7-10 yds. deep	Thru Uncovered Linemen to Backs, QB	1. Zone $\frac{1}{2}$ of the field - Drop as aiming point 3 yds. inside numbers, 17 yds. deep 2. See flow, read #1's release, and take a hard read on QB CP: Poss. "Iowa" Vs. #1 close or half fly CP: "Match-Up"-Zone 1/2 of the field to TE side
<u>WEAK</u> <u>SAFETY</u>	12 yds. deep on weak tackle	Thru Uncovered Linemen to Backs, QB	1. Zone $\frac{1}{2}$ of the field - Drop as aiming point 3 yds. inside numbers, 17 yds. deep 2. See flow, read #1's release, and take a hard read on QB CP - Poss. "Iowa" Vs. #1 close or half fly
<u>WEAK</u> <u>CORNER</u>	On #1 "Bump"	#1	1. Cover #1 man/man using trail tech CP - $\frac{1}{2}$ help from WS CP - Usually play this coverage from "Bump" CP - "Iowa" Vs. Z half fly or close CP - "Match-Up" - Corners on WR's (Corners over Vs. Slot)





(# Designated Corner or Safety) Cover 5/6 - A man/man coverage with a Safety giving ‡ help away from rushing DB. No Flow Rule

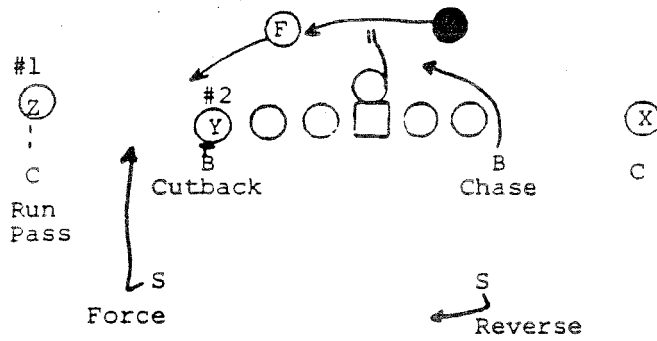
POSITION	ALIGNMENT	KEY	RESPONSIBILITY
<u>OPEN SIDE BACKER</u>	SAME AS	COVER 5/6	SAME AS COVER 5/6
<u>WILL</u>			CP: ‡ help away from rushing DB No help to rushing DB's side
<u>SAM</u>			
<u>TE SIDE BACKER</u>			
<u>CORNERS</u>			1. Designated corner rushes CP: Vs. slot, inside defender rushes 2. Corner not rushing covers WR man/man CP: ‡ help away from rusher
<u>SAFETIES</u>			1. Designated safety rushes CP: Vs. slot, inside defender rushes 2. Safety to rushing side covers WR M/M using inside tec 3. Safety away from rushing side plays ‡ technique



STRONGSIDE (Sky)

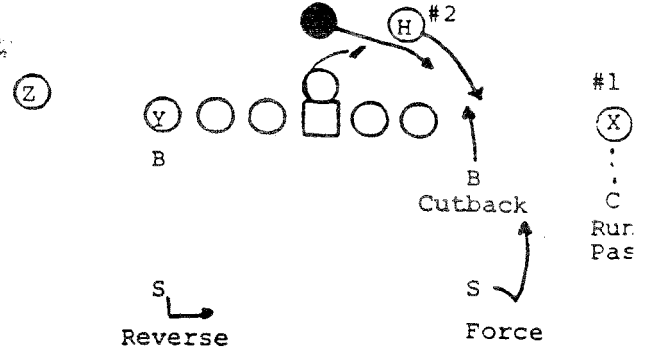
(Sky - 5)
WEAKSIDE (Cloud - 6)

1. "Sky" vs. #2 tight

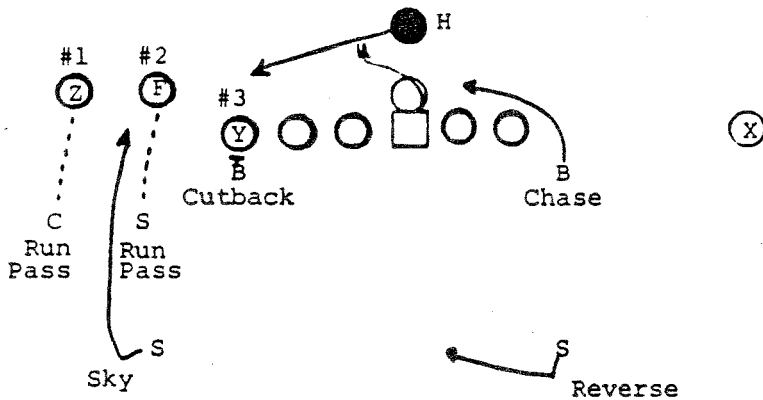


"5"

4. "Sky" vs. #1 wide

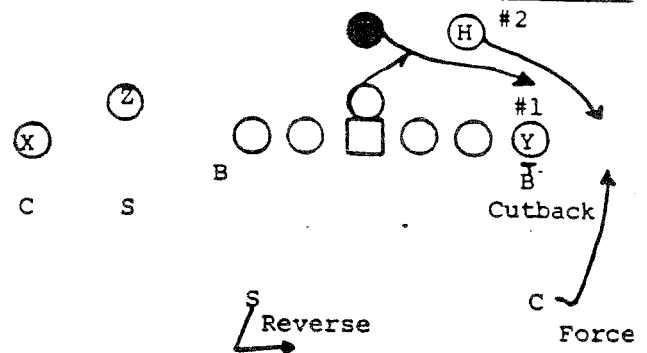


2. "Sky" vs. #2 wide



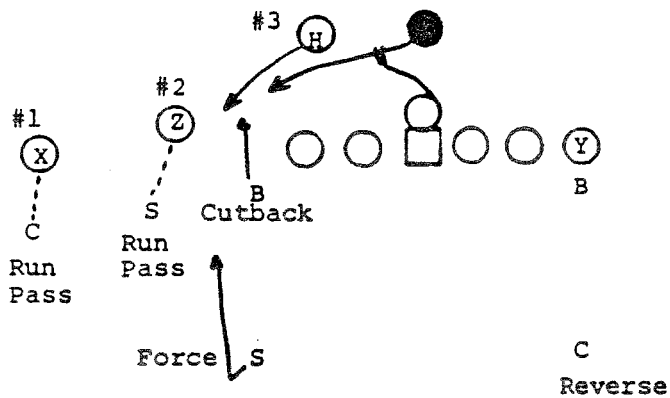
"6"

5. "Cloud" vs. #1 ti



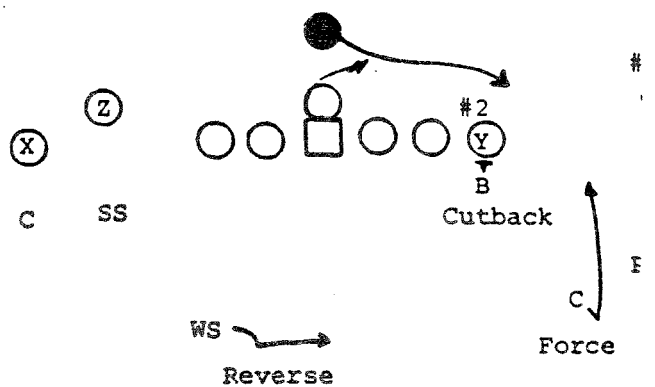
3. "Sky" vs. #2 wide

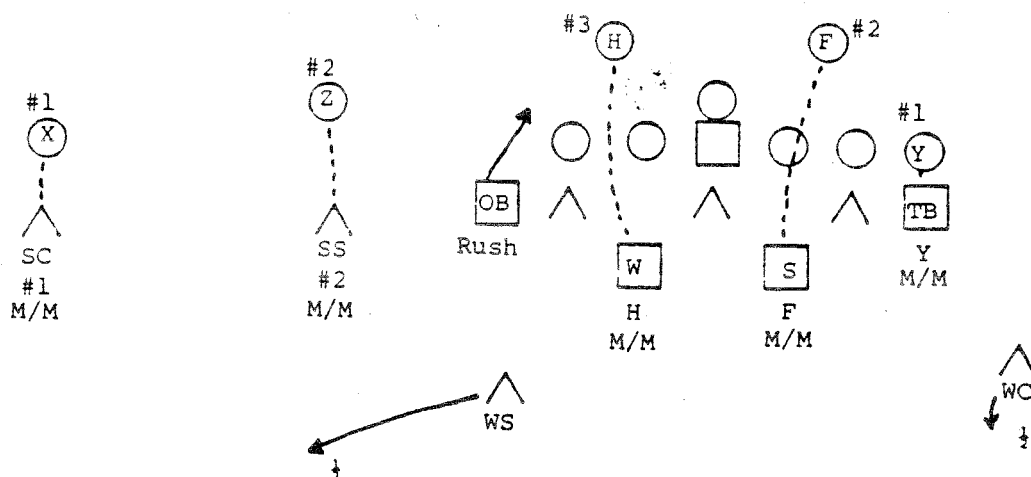
"6"



"6"

6. "Cloud" vs. #1 wi

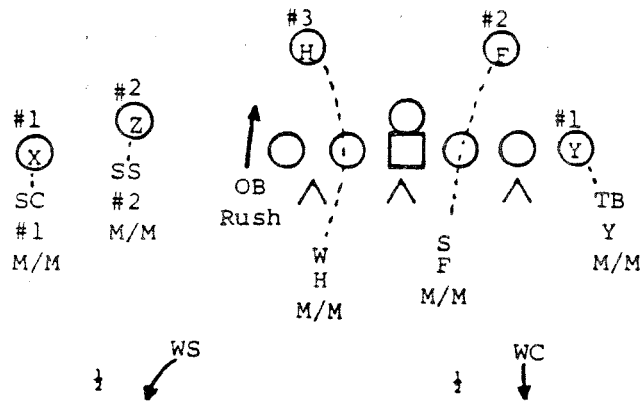




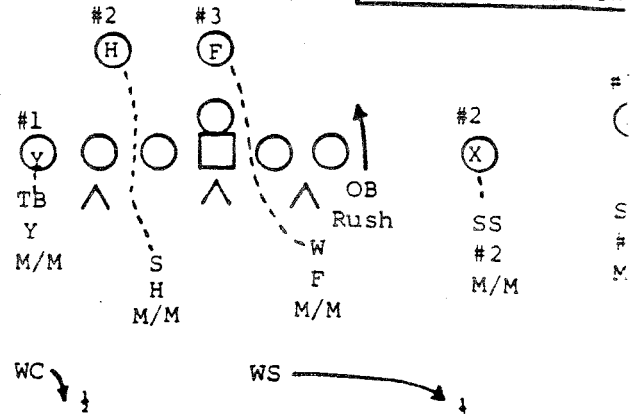
Reduced Cover 6 - A combination man/man and zone coverage played vs. slot/twin only. Five underneath defenders play man/man and two deep defenders play zone ($\frac{1}{2}$ the field). No flow. Cover 6 is 2nd half of a double call. Check 1st coverage call vs. Pro formation.

POSITION	ALIGNMENT	KEY	RESPONSIBILITY
<u>TE</u> <u>SIDE</u> <u>BACKER</u>	6 Alignment or on TE	TE Periph Guard, Tackle, Back	1. Cover TE man/man using trail technique ($\frac{1}{2}$ tech) CP: If your coverage blocks, hug CP: Poss. "Banjo" with Sam
<u>SAM</u> & <u>WILL</u>	Head up on Guard 3 $\frac{1}{2}$ -4 yds. deep or on your coverage	Thru Guard to Back	1. Cover 1st back your side man/man using trail tech. ($\frac{1}{2}$ tech) CP: If your coverage blocks, hug CP: "Push" with Will/Sam on back motion CP: Check to reduced if you have to leave for coverage or are only lb'er
<u>OPEN</u> <u>SIDE</u> <u>BACKER</u>	9 Alignment	Thru Tackle to Near Back	1. Rush CP: Poss. "Mirror" call
<u>STRONG</u> <u>CORNER</u>	On #1 "Bump"	#1	1. Cover #1 man/man using trail tech - Do not pick SS CP: $\frac{1}{2}$ help from WS CP: Usually play this coverage from "Bump"
<u>STRONG</u> <u>SAFETY</u>	On #2 "Bump"	#2	1. Cover #2 man/man using trail tech - Do not pick SC CP: $\frac{1}{2}$ help from WS CP: Usually play this coverage from "Bump"
<u>WEAK</u> <u>SAFETY</u>	12 yds. deep on Ball	Thru Uncovered Linemen to Backs, QB	1. Zone strong $\frac{1}{2}$ of the field. Drop as aiming point 3 yds. inside numbers, 17 yds. deep. 2. See flow, read #2's release, and take a hard read on QB.
<u>WEAK</u> <u>CORNER</u>	3 yds. outside normal Y 7-10 yds. deep	Thru Uncovered Linemen & #2 to Backs, QB	1. Zone weak $\frac{1}{2}$ of the field 2. Drop straight back and take a hard read on the QB CP: Adjust drop according to pattern read

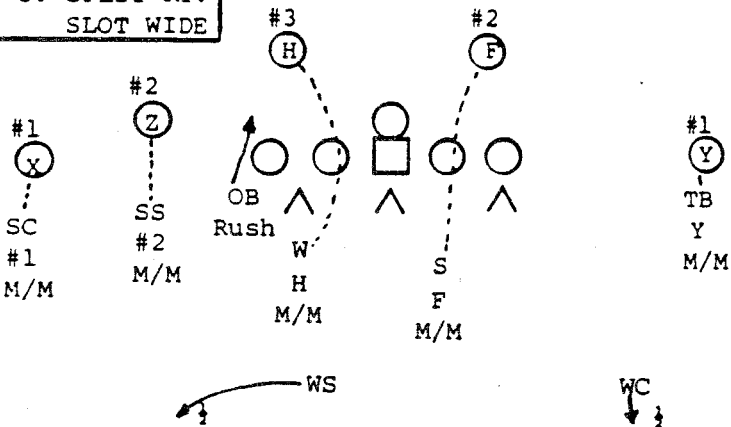
1. SPLIT RT. SLOT



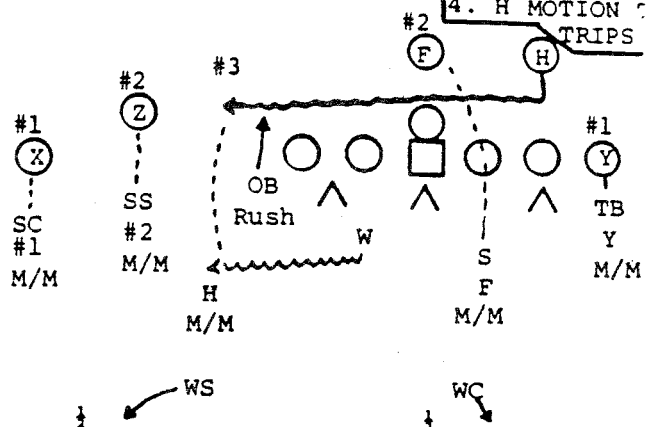
2. STRONG LT. TW



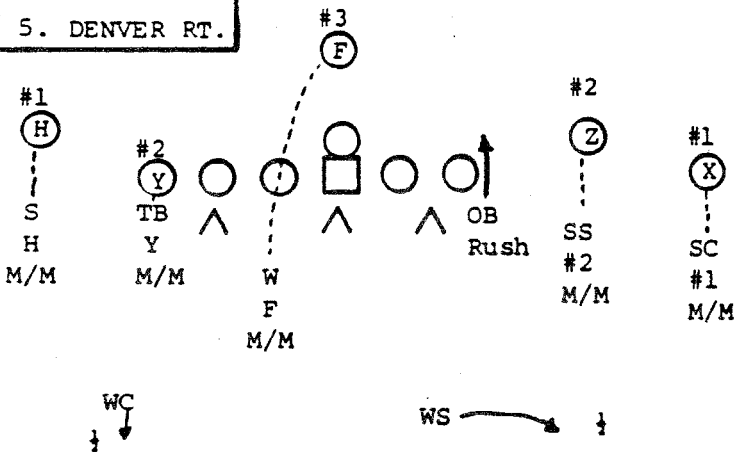
3. SPLIT RT. SLOT WIDE



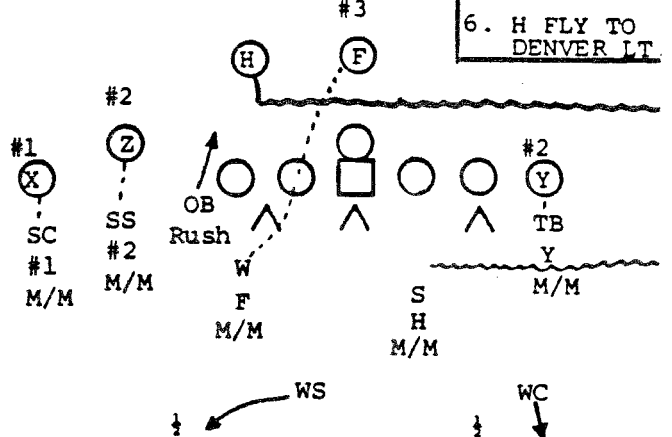
4. H MOTION TRIPS



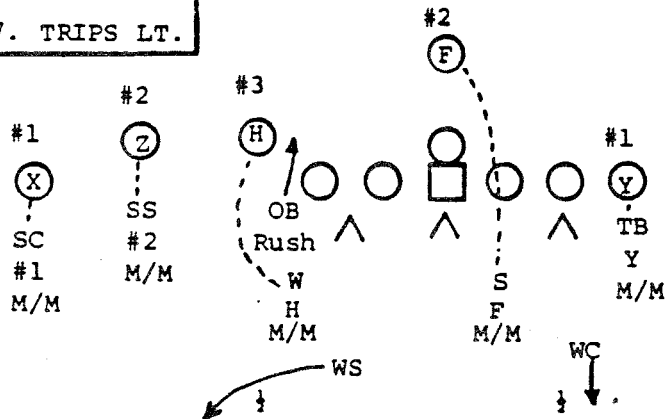
5. DENVER RT.



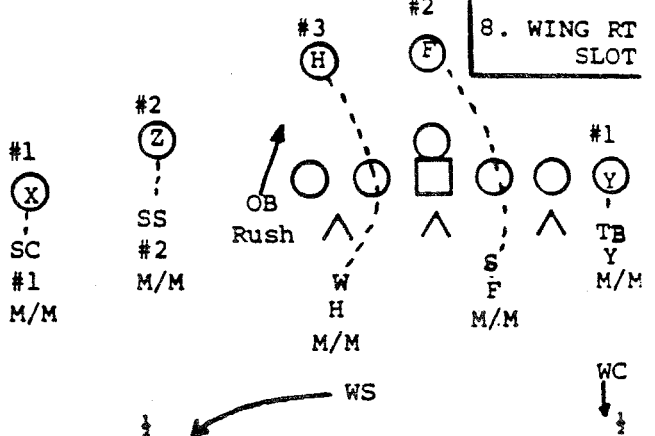
6. H FLY TO DENVER LT.



7. TRIPS LT.

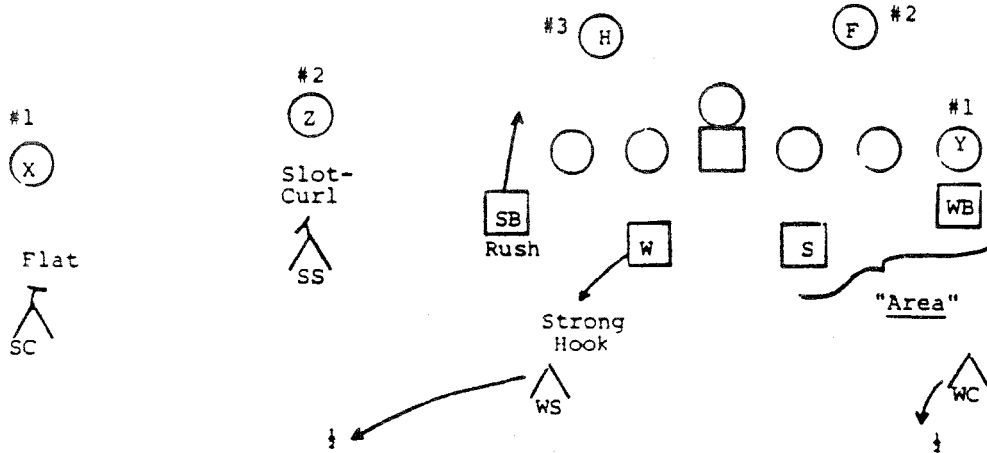


8. WING RT. SLOT



STACK COVER 7

Audible - _____

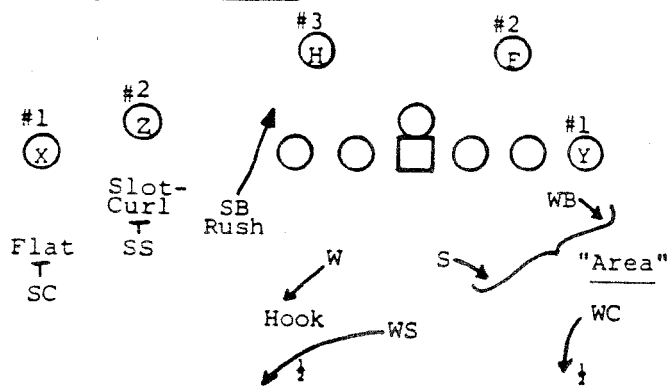


Stack Cover 7 - is a 5 Under, 2 Deep Zone played Vs. Slot/Twin only, employing tight coverage on receivers in each zone based on a read of route progression. 3 linebackers are in coverage.

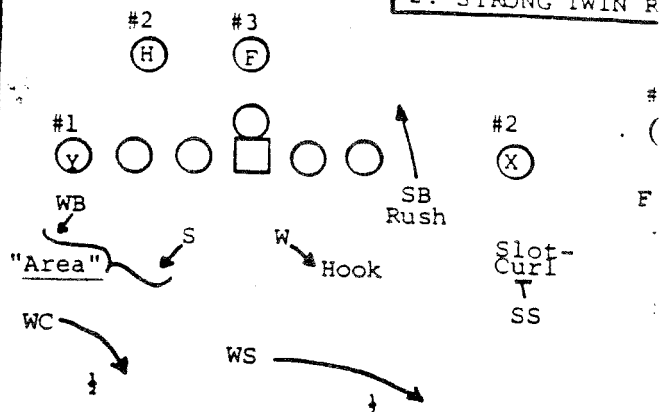
Check 1st coverage call vs. Pro formation.

POSITION	ALIGNMENT	KEY	RESPONSIBILITY
<u>STRONG BACKER</u>	Same as Stack Cover #3		1. Contain rusher vs. pass C.P. - Poss. "change" call vs. Trips Reroute #3 on close
<u>SAM</u>			<u>Weakside</u> vs. #1 Tight - "Area" call with weak backer vs. #1 Wide - Same as Stack Cover #3 weakside C.P. - Check 1st coverage call vs. Pro formation
<u>WILL</u>			<u>Strongside</u> 1. Same as Stack Cover #2 strongside C.P. - Reroute #3 on close
<u>WEAK BACKER</u>			vs. #1 Tight - "Area" call with Will Vs. #1 Wide - Same as Stack Cover #3 weakside CP: Carry receiver deeper in "Area" (15 yds.)
<u>STRONG CORNER</u>	Outside Shoulder of #1 4-7 yds. deep	Thru #2 to backs	1. Funnel #1 inside using settle tech. (at 3-4 yds.) 2. Cover Flat area - read pattern by #2 3. If #1 releases outside, carry him thru fade area
<u>STRONG SAFETY</u>	Inside Shoulder of #2 0-5 yds. deep	Thru #2 to backs	1. Jam #2 outside. Cover slot/curl. 2. Read patterns of #2/#3. Hold Curl area. 3. Be point man on dumps.
<u>WEAK SAFETY</u>	12 yds. deep On Ball	Backs, #2, and QB	1. Zone strong 1/2 of the field 2. Drop as aiming point 3 yds. inside numbers - 17 yds. deep 3. See flow, read #2's release, and take a hard read on QB
<u>WEAK CORNER</u>	3 yds. outside normal Y 7 yds. deep	#1, #2, and QB	1. Zone weak 1/2 of the field 2. Drop straight back and take a hard read on the QB C.P. - vs. #1 wide, drop straight back and work to 3 yds. inside numbers

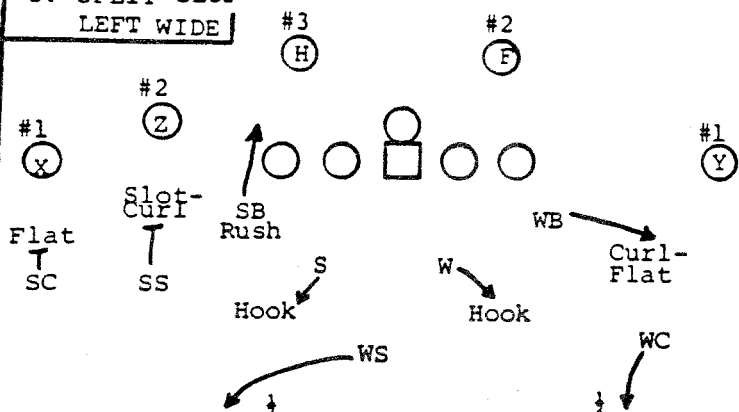
1. SPLIT SLOT LEFT



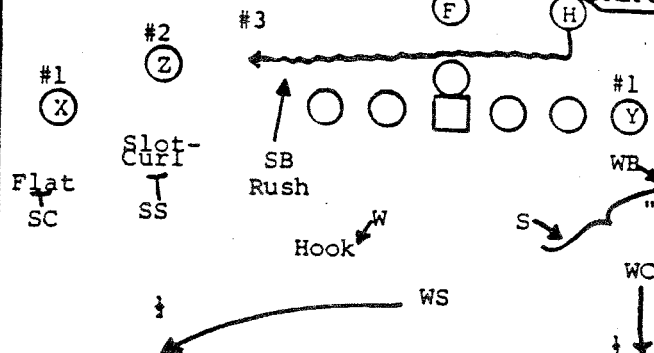
2. STRONG TWIN R



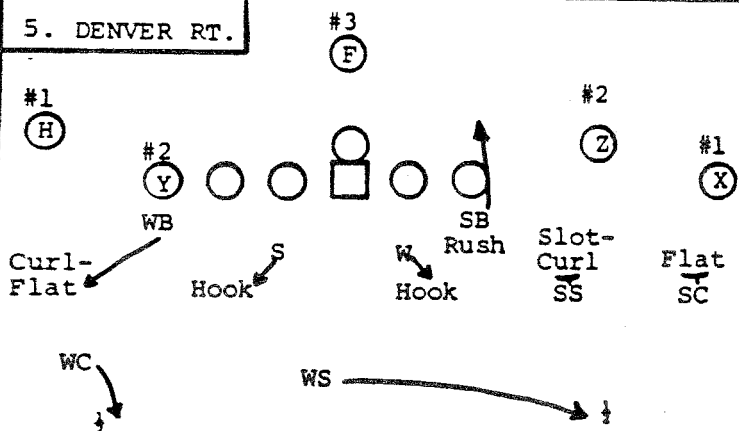
3. SPLIT SLOT LEFT WIDE



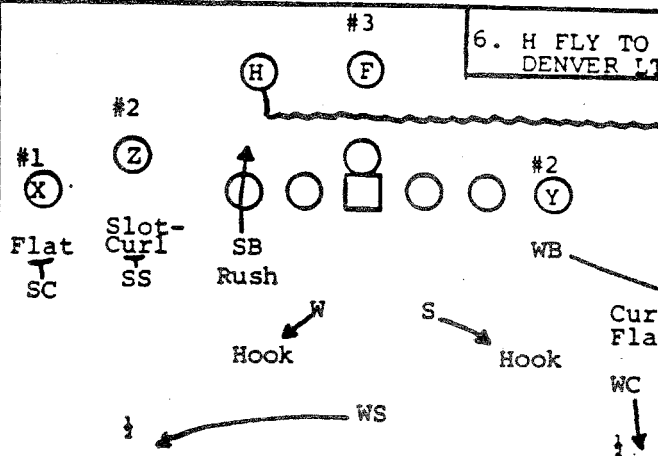
4. H MOTION TRIPS



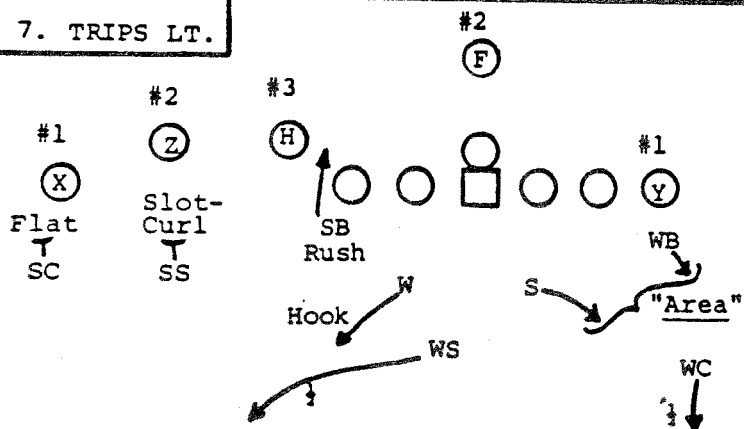
5. DENVER RT.



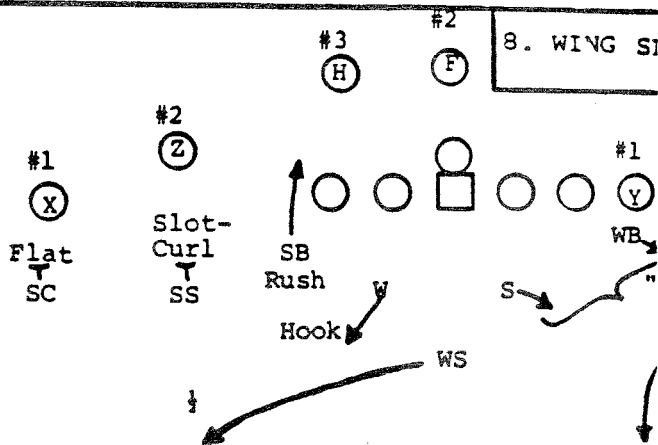
6. H FLY TO DENVER LT



7. TRIPS LT.



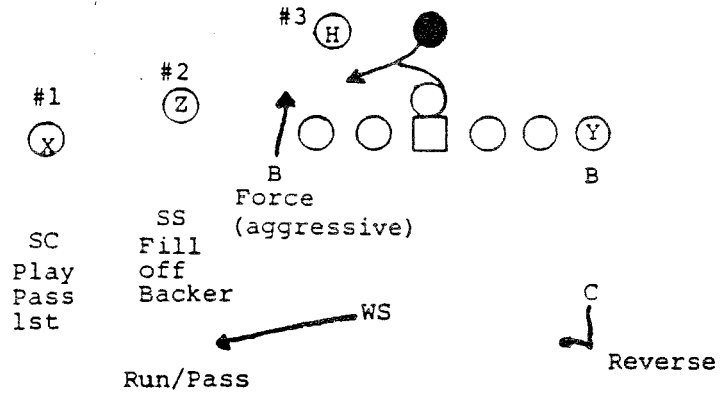
8. WING SI



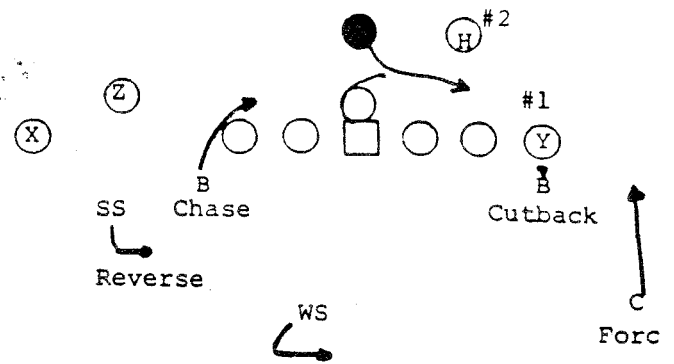
STRONGSIDE (Sky)

WEAKSIDE (Backer)

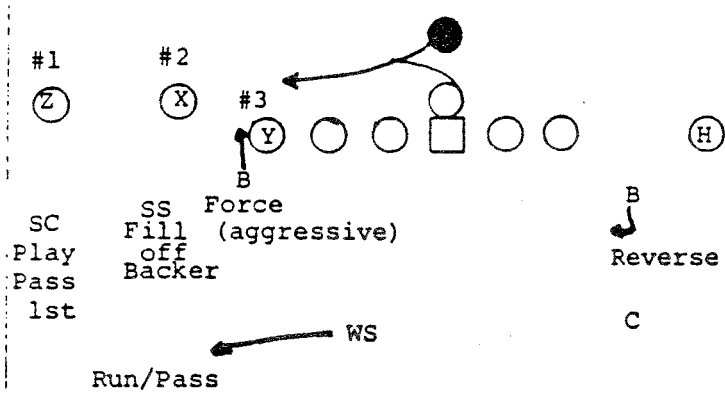
1. #2 Wide - Backer



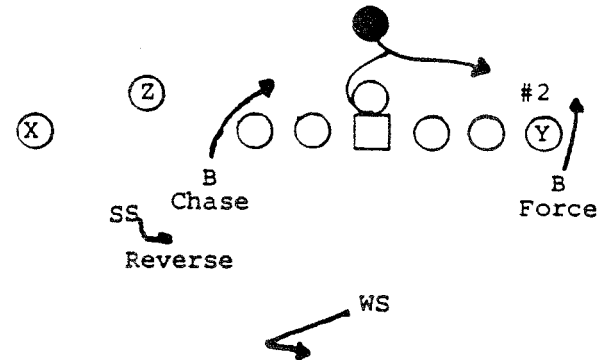
3. #1 Tight - Clou



2. #2 Wide - Backer

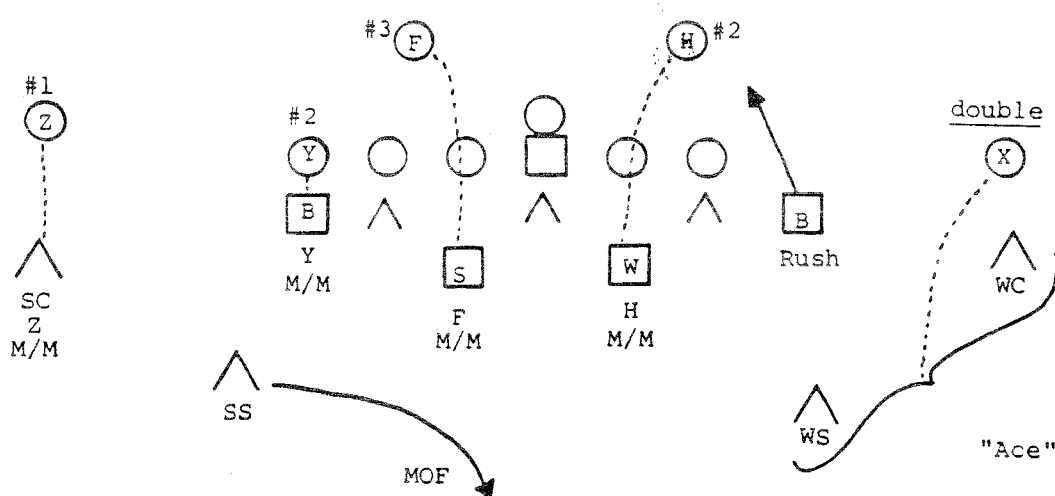


4. #1 Wide - Backer



1.

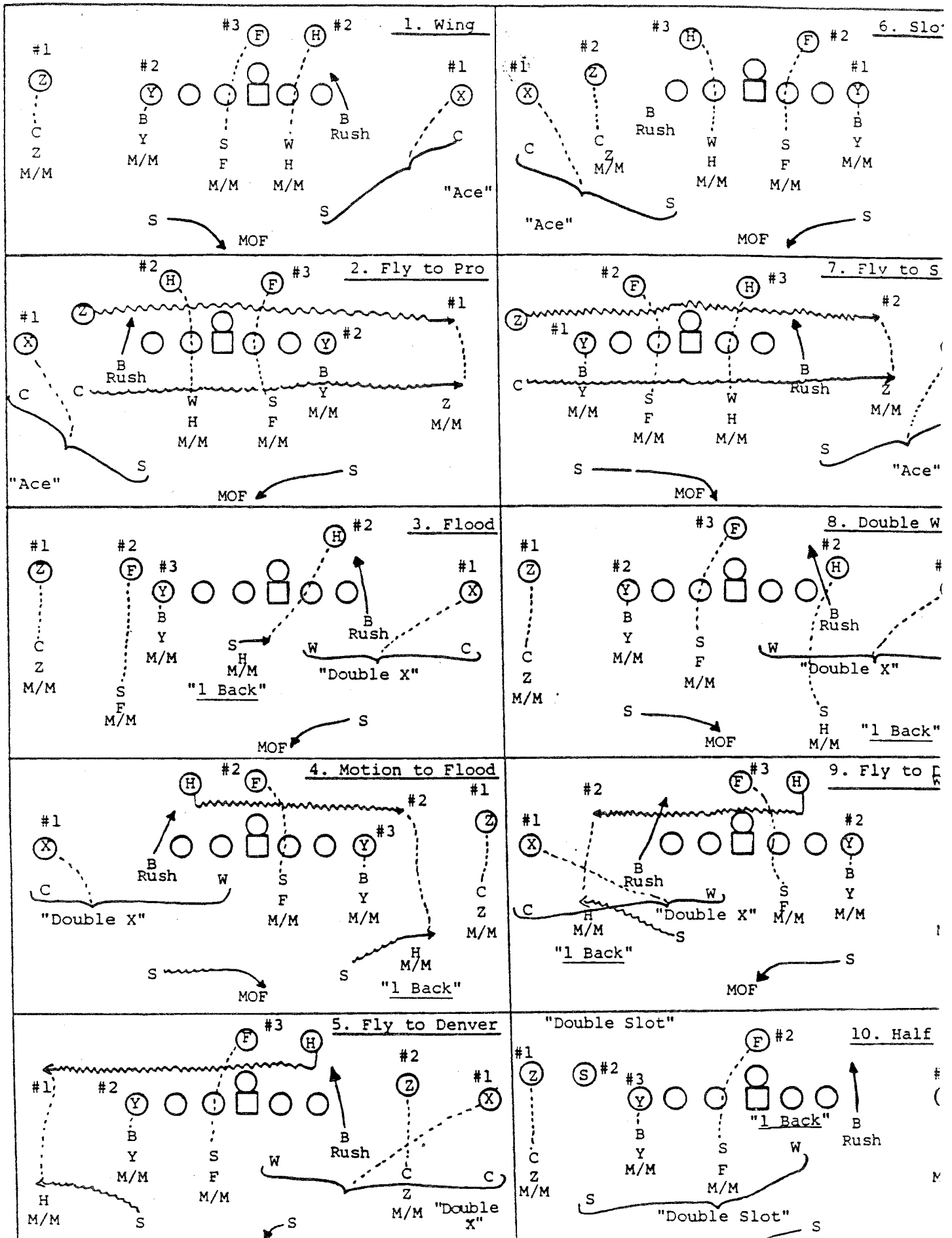
STACK COVER #9 DOUBLE (#_____) MATCH-UP

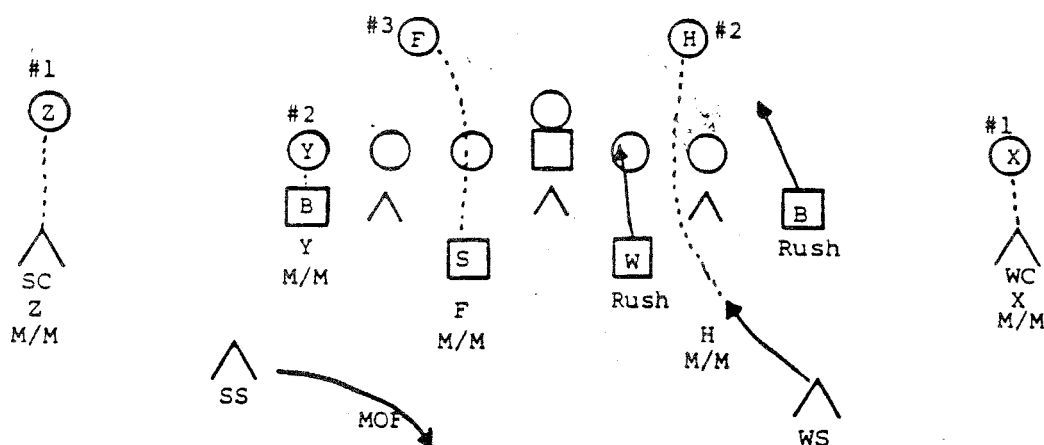


Cover #9 Double (#_____) - A man/man coverage with post help. Safety and Corner will double designated wide receiver. No flow rule. OLB covers TE.
1 Back Rule - Safety takes back out, LB'er doubles.

POSITION	ALIGNMENT	KEY	RESPONSIBILITY
<u>TE SIDE BACKER</u>	6 Alignment or on TE	TE Periph Guard, Tackle, Ball	1. Cover TE man/man using trail tech. (Post help) CP: Poss. "Banjo" with Sam - CP: If your coverage blocks, hug CP: Vs Y Fly, assume open LB'ers responsibility (rush) CP: "Double TE" - play outside technique - Backer Force
<u>SAM</u>	Head up Guard 3 1/4-4 yds. deep	Thru Guard to backs	1. Cover 1st back your side M/M using trail tech. (Post help) CP: Poss. "Banjo" with OLB - CP: If your coverage blocks, hug CP: " <u>1 Back Rule</u> " - cover remaining back M/M
<u>WILL</u>			1. Cover 1st back your side M/M using trail tech. (Post help) CP: If your coverage blocks, hug CP: " <u>1 Back Rule</u> " - double on designated receiver using inside technique up to 15 yds.
<u>OPEN SIDE BACKER</u>	9 Alignment	Tackle, Guard, Near Back, and Ball	1. Rush - Backer Force CP: Poss. "Mirror" call CP: Vs. Y Fly, assume TE LB'ers responsibility (cover TE)
<u>DOUBLE CORNER</u>	Match-up On WR, "Bump" Outside Alignment	WR	1. Cover WR M/M using "Ace", "C", or "Deuce" tech. CP: Post help CP: <u>1 Back Rule</u> - you will get inside help from LB'er
<u>SINGLE CORNER</u>	Match-up On WR, "Bump" or "Feather"	WR	1. Cover WR man/man using shoulder technique CP: Post help CP: Usually play this coverage from bump (Numbers Rule)
<u>SAFETIES</u>	Show 2 Deep or Safety Up Alignment	Thur uncovered linemen to backs, QB	<u>Double Safety</u> 1. Double designated WR with "Ace", "C", or "Deuce" call 2. Double TE using inside technique (opposite Safety) CP: " <u>1 Back Rule</u> " - Cover back out man/man (Post help) <u>MOF</u> 1. Cover deep middle 2. Be aware of all inside and deep routes 3. Protect post, but read QB and patterns. Go to ball

STACK COVER #9 DOUBLE X MATCH-UP

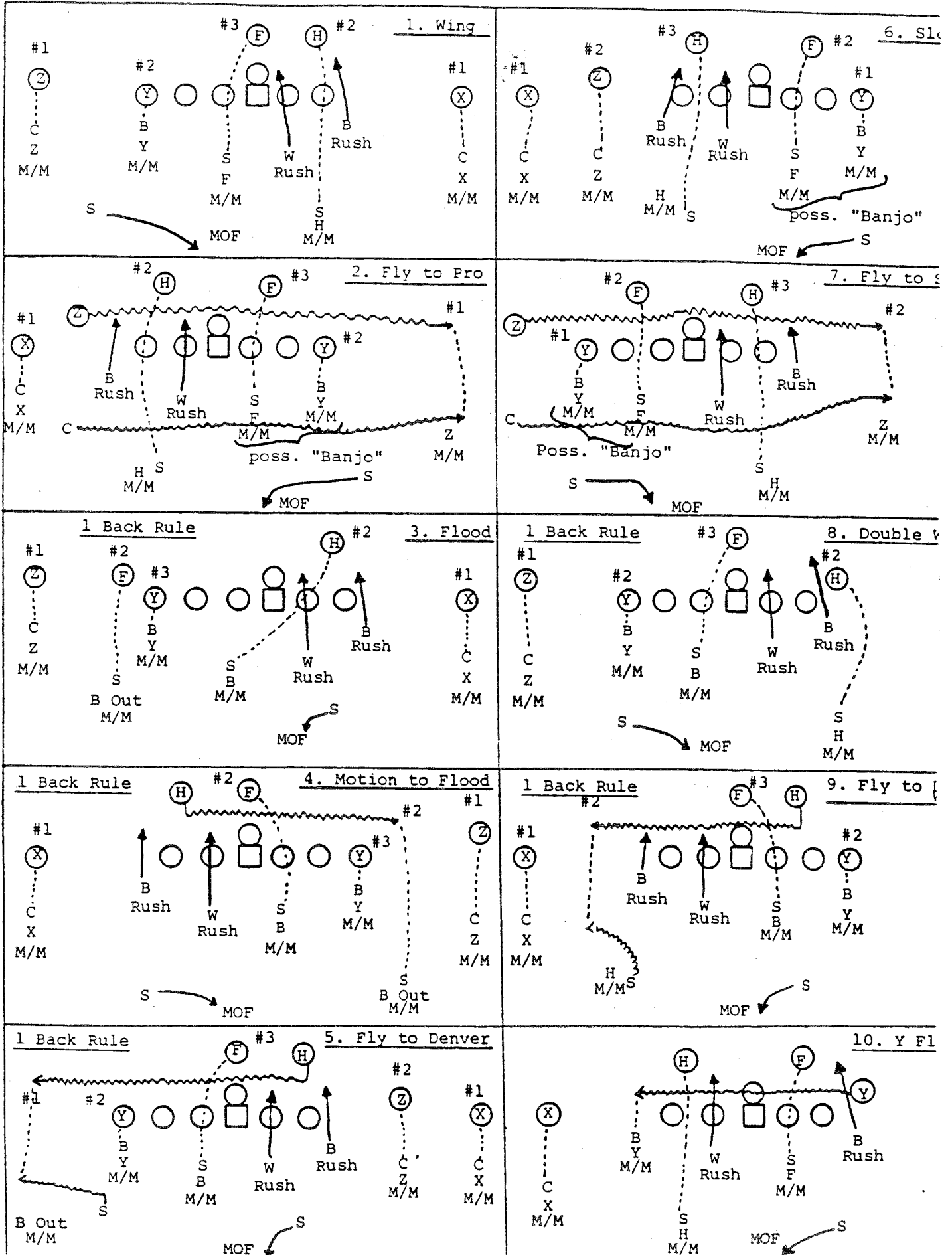




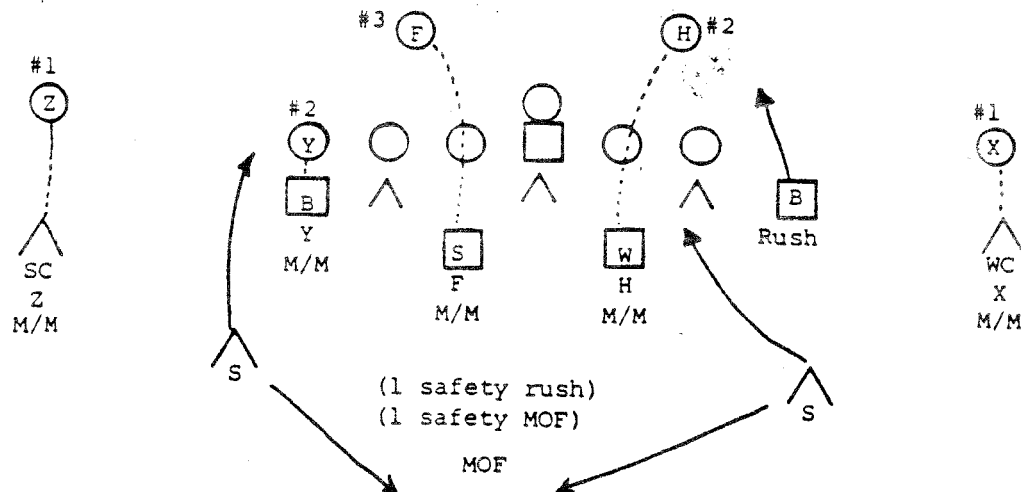
Will Cover #9 Match-up - A man/man coverage with post help. OLB covers TE.
 No flow rule
1 Back Rule - Safety takes back out

POSITION	ALIGNMENT	KEY	RESPONSIBILITY
<u>TE SIDE BACKER</u>	6 Alignment or on TE	TE Periph Guard, Tackle, Ball	1. Cover TE man/man using trail tech. (Post help) CP: Poss. "Banjo" with Sam - CP: If your coverage blocks, hug CP: Vs. Y Fly, assume open LB'ers responsibility (rush)
<u>SAM</u>	Head up Guard 3½-4 yds. deep	Thru Guard to backs	1. Cover 1st back your side M/M using trail tech. (Split & I) 2. Vs. back behind QB & offset back, cover back behind QB CP: Poss. "Banjo" with OLB - CP: Post help CP: 1 Back Rule - cover remaining back man/man
<u>WILL</u>	↓	↓	1. Rush CP: Poss. "Mirror" call
<u>OPEN SIDE BACKER</u>	9 Alignment	Tackle, Guard, NearBack, and ball	1. Rush CP: Vs. Y Fly, assume TE LB'ers responsibility (cover TE)
<u>STRONG CORNER</u>	Match-up on WR, "Bump"	WR	1. Cover WR man/man using shoulder tech. - CP: Post help
<u>WEAK CORNER</u>	↓	WR	2. Usually play this coverage from bump (Numbers Rule) CP: "Off" (Numbers Rule)
<u>SAFETIES</u>	Show 2 Deep or Safety Up Alignment	Thru uncovered linemen to backs, QB	<u>Open Side Safety</u> 1. Cover 1st back to your side man/man (Split & I) 2. Vs. back behind QB & offset back, cover offset back CP: 1 Back Rule - cover back out man/man <u>MOF</u> 1. Cover deep middle 2. Be aware of all inside and deep routes 3. Protect post, but read QB and patterns. Go to ball

WILL COVER #9 MATCH-UP



SAFETY COVER #9 MATCH-UP

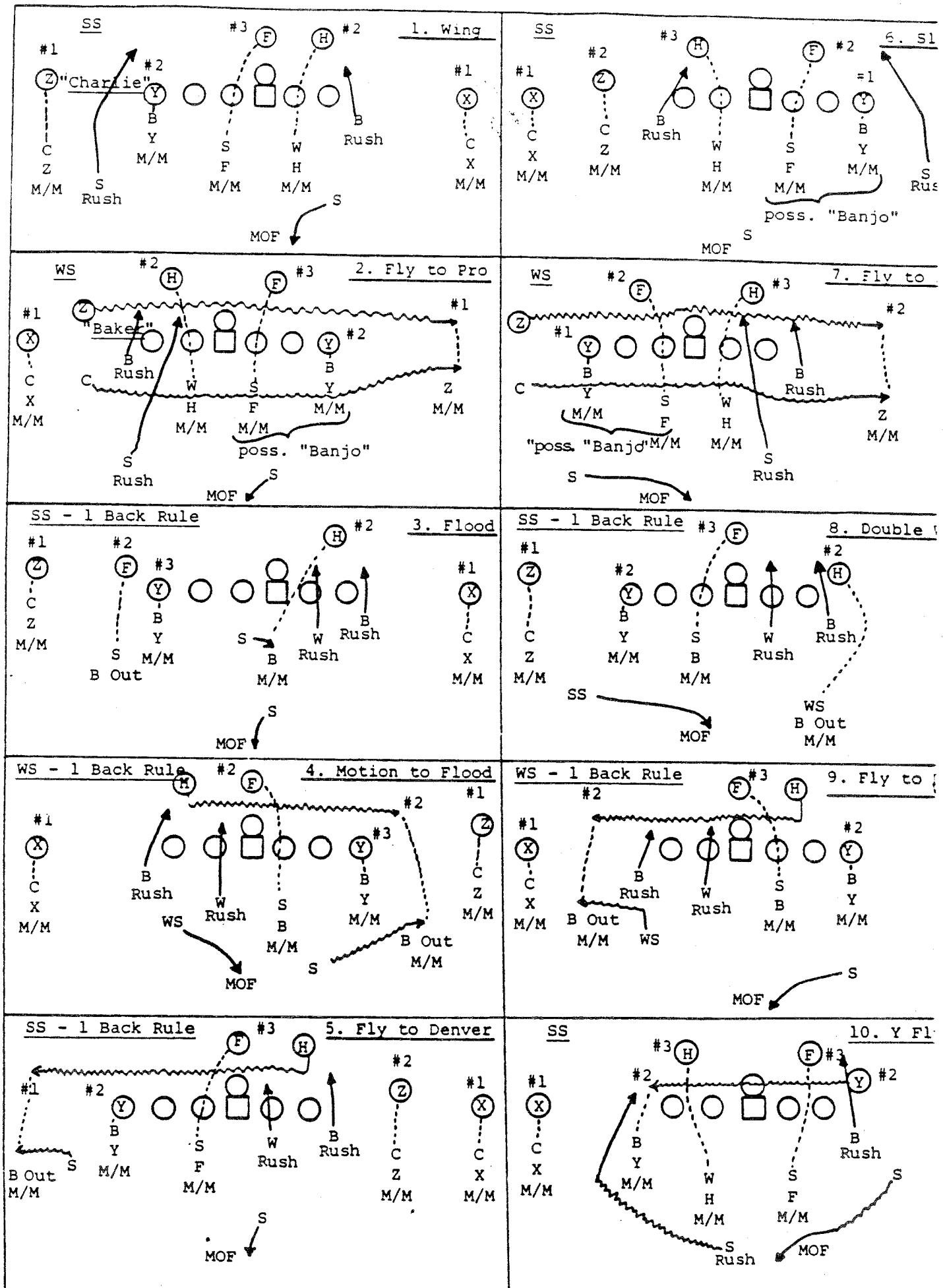


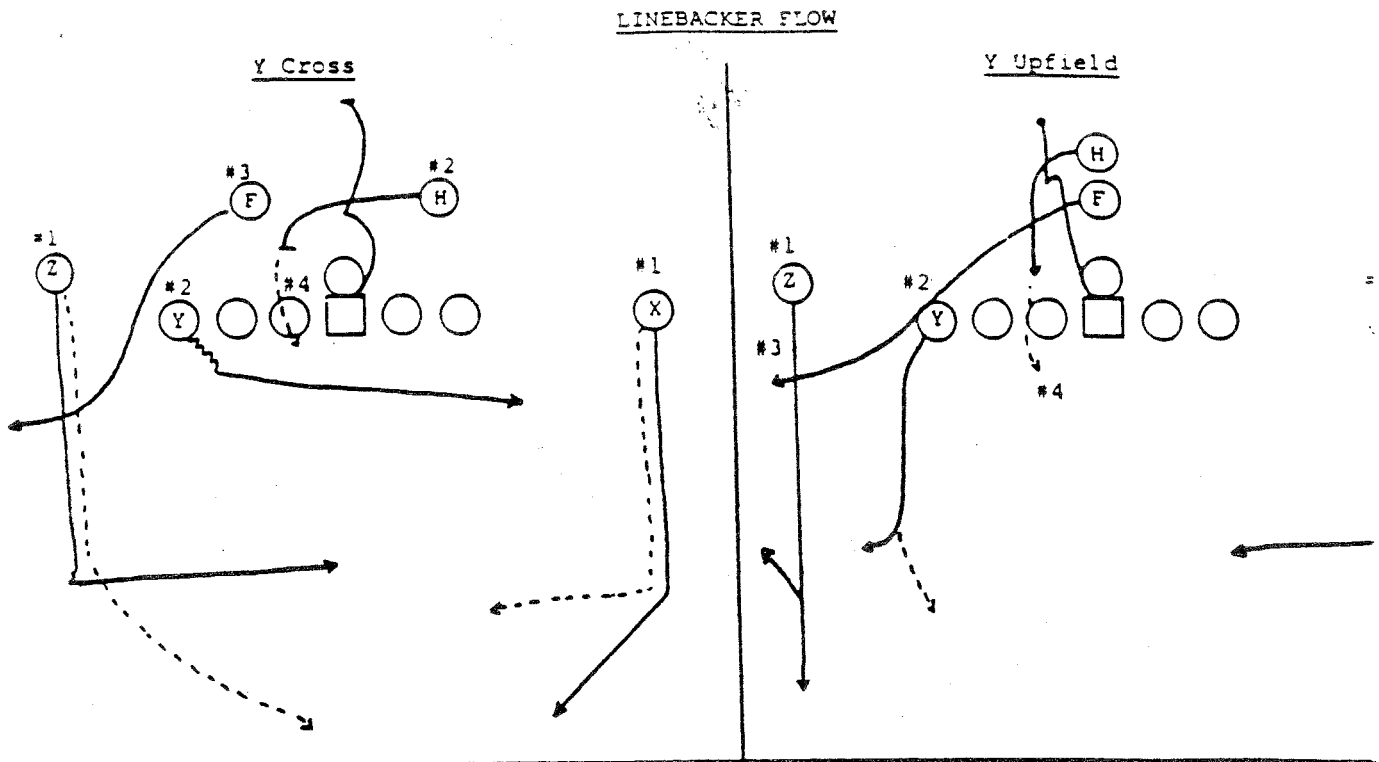
Safety Cover #9 Match-up - A man/man coverage with post help. OLB covers TE.

No flow rule

1 Back Rule - Safety takes back out. Will has free rush

POSITION	ALIGNMENT	KEY	RESPONSIBILITY
<u>TE SIDE BACKER</u>	6 Alignment or on TE	TE periph Guard, Tackle, Ball	1. Cover TE man/man using trail tech. (Post help) CP: Poss. "Banjo" with Sam - CP: If your coverage blocks, hug CP: Vs. Y Fly. assume open LB'ers responsibility (rush)
<u>SAM</u>	Head up Guard 3 1/4-4 yds. deep	Thru Guard to backs	1. Cover 1st back your side M/M using trail tech. (Post help) CP: Poss. "Banjo" with OLB - CP: If your coverage blocks, hug CP: <u>1 Back Rule</u> - cover remaining back M/M
<u>WILL</u>	↓	↓	1. Cover 1st back your side M/M using trail tech. (Post help) CP: If your coverage blocks, hug CP: <u>1 Back Rule</u> - you have a free rush - no coverage responsibility
<u>OPEN SIDE BACKER</u>	9 Alignment	Tackle, Guard, NearBack, and ball	1. Rush CP: Vs. Y Fly, assume TE LB'ers responsibility (cover TE)
<u>STRONG CORNER</u>	<u>Match-up</u> on WR, "Bump"	WR	1. Cover WR man/man using shoulder tech. (Post help) 2. Usually play this coverage from bump (Numbers rule) CP: "Off" (Numbers Rule)
<u>WEAK CORNER</u>	↓	WR	
<u>SAFETIES</u>	Show Safety Up Alignment	Thru uncovered linemen to backs, QB	<u>Rush Safety</u> 1. Vs. 2 backs, give "Able", "Baker", "Charlie" call and take free rush CP: Y Fly - safeties squirm CP: <u>1 Back Rule</u> - cover back out man/man <u>MOF</u> 1. Cover deep middle 2. Be aware of all inside and deep routes 3. Protect post, but read QB and patterns. Go to ball





Flow is defined as both backs going toward the tight end side in a pro formation. Most teams combine their strongside running game with a combination of play action passes. We will defend these running plays with our normal defensive scheme. The flow passes will be defended by pattern recognition and will be defended by these general assignments and responsibilities.

ZONE DEFENSES

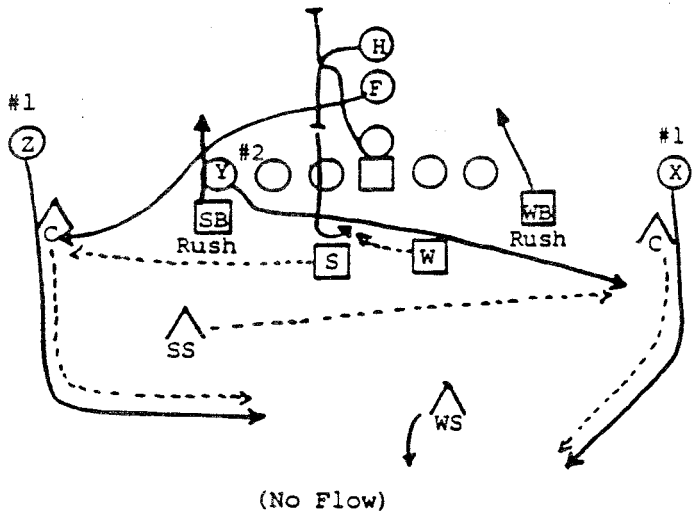
1. Strong Curl/Flat defender - Hold on #1 - React to #3 in flat.
2. Strong Hook defender - Run down middle of field and look for inside route by #1 strong or weak ("Robot" technique). C.P. - TE (#2) release upfield, play his pattern.
3. Weak Hook defender - Play check by #4 Strong.
4. Weak Flat defender - Pick up strongside #2 (TE) on cross. (Drop out of No Cover Zone. C.P. - TE (#2) release upfield, help on #1 weakside.
5. Deep 1/3 or 1/2 defenders - Play coverage called.
C.P. - Wk. Corner in Cover 3 - Cover #1 man/man.

MAN TO MAN DEFENSES

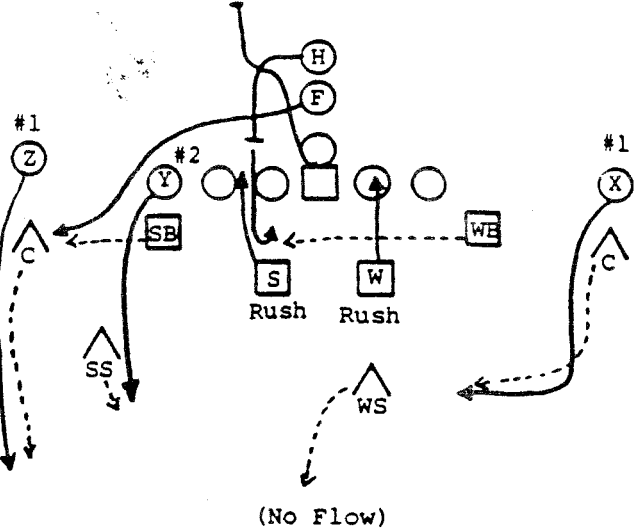
Defenders covering the backs and tight end will basically follow the same flow rules used in zone coverages. Defenders covering wide receivers man/man will stay with their coverage.

COVER 0

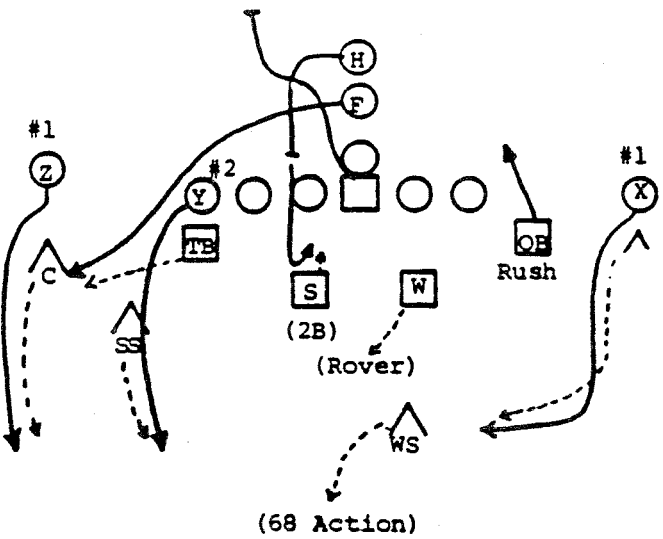
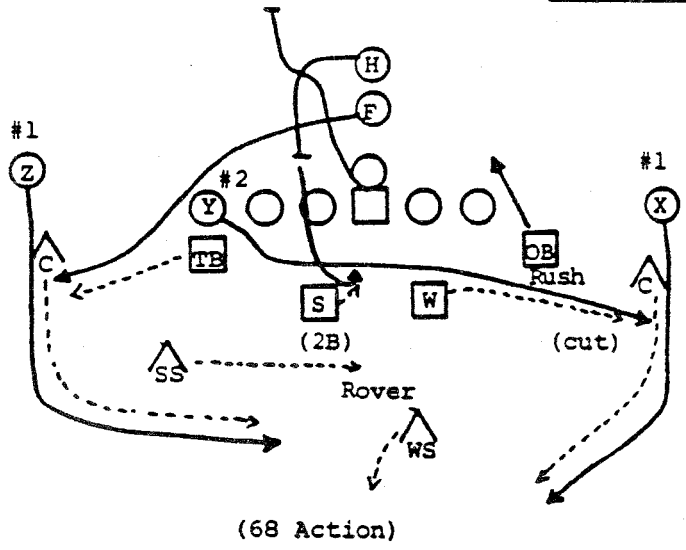
Fire Fox 0



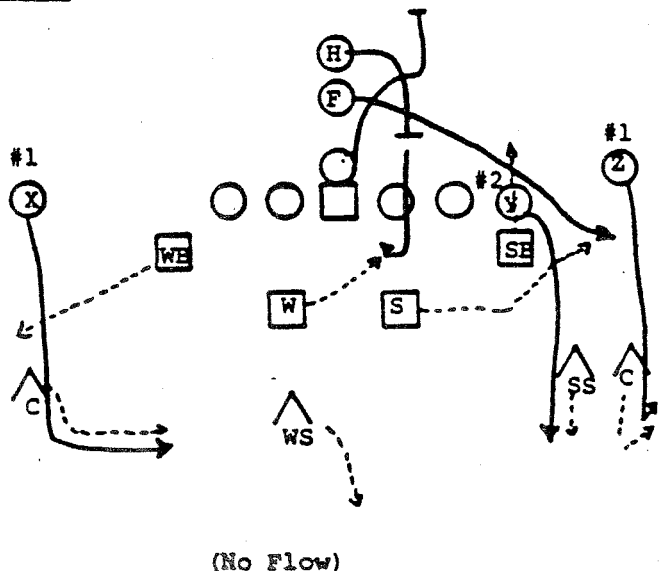
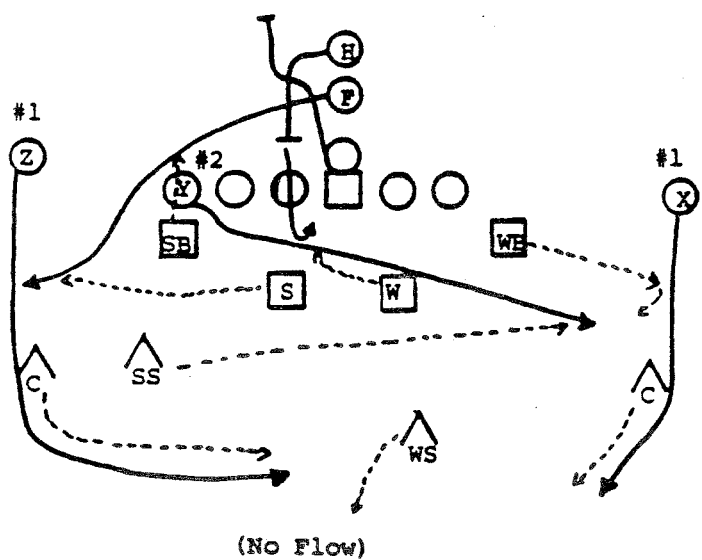
Fire Lion 0



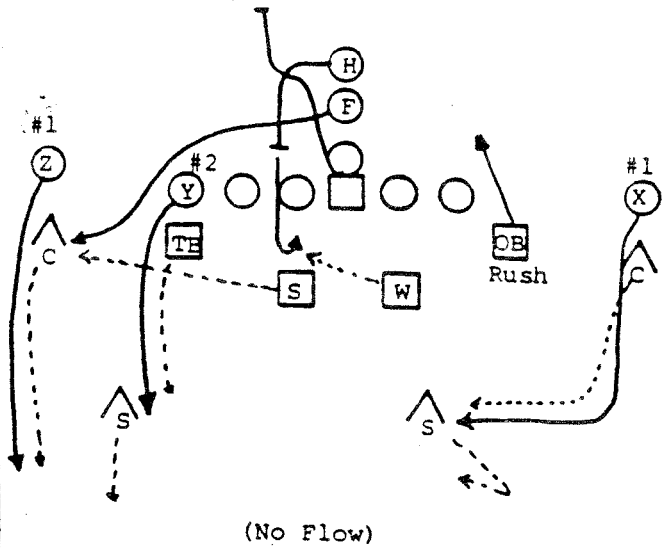
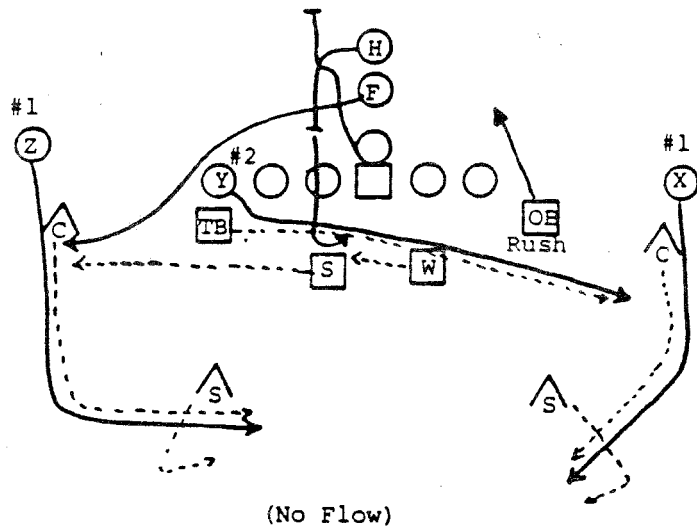
COVER 1 ROVER/FUNNEL



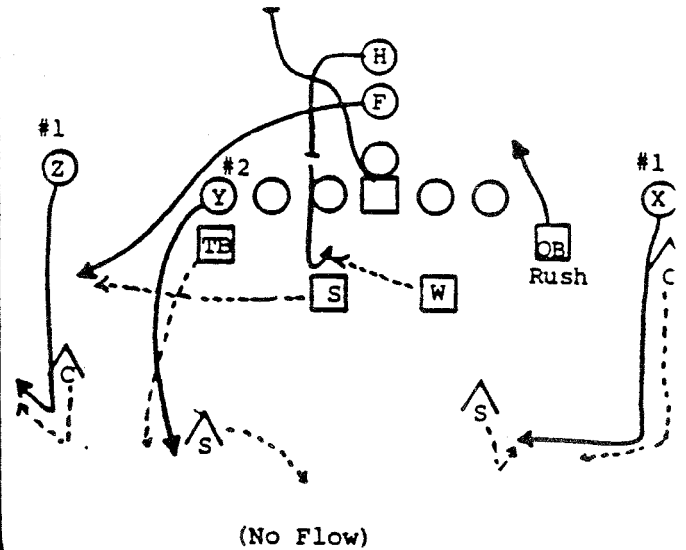
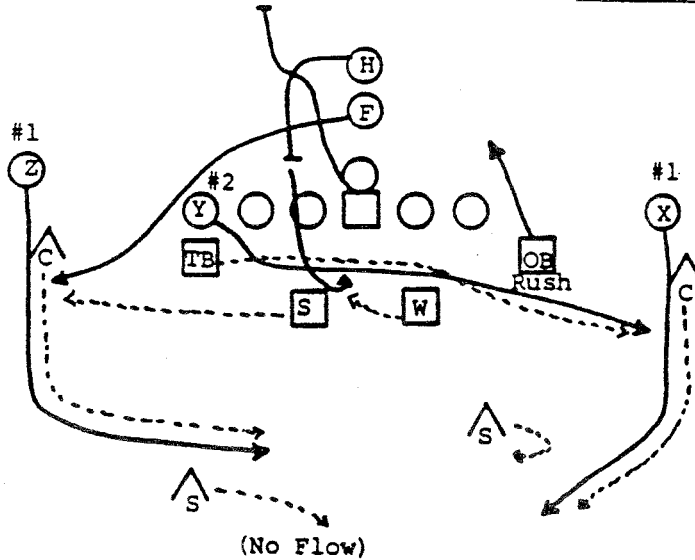
COVER #1 SLOOP



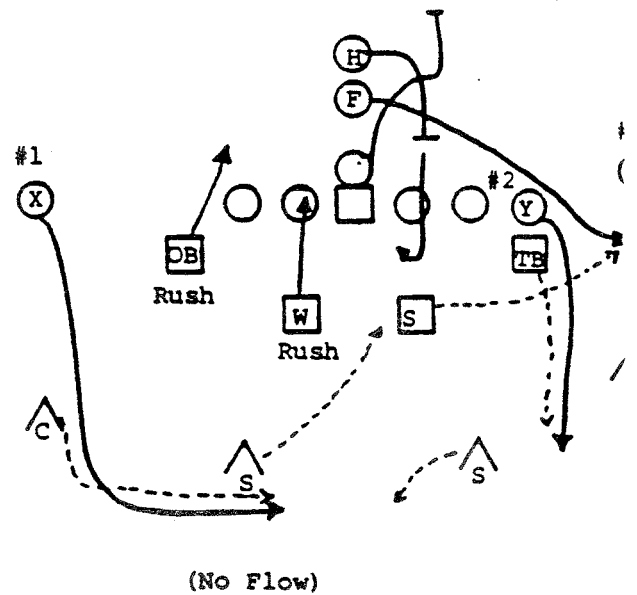
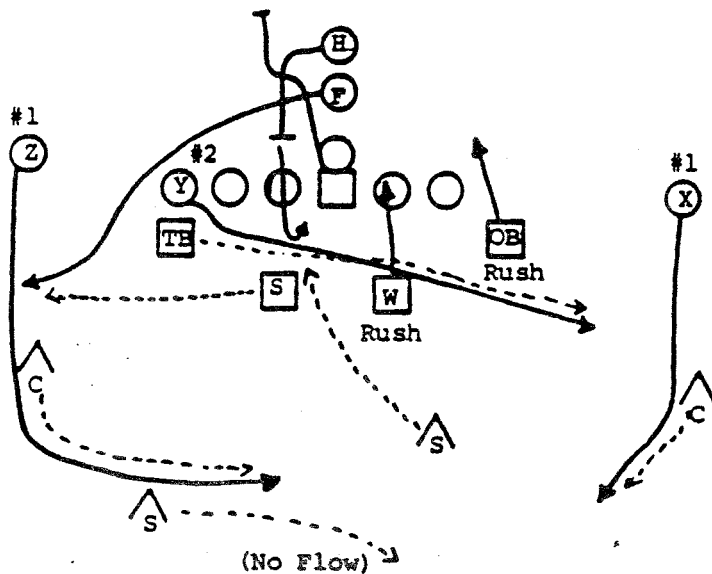
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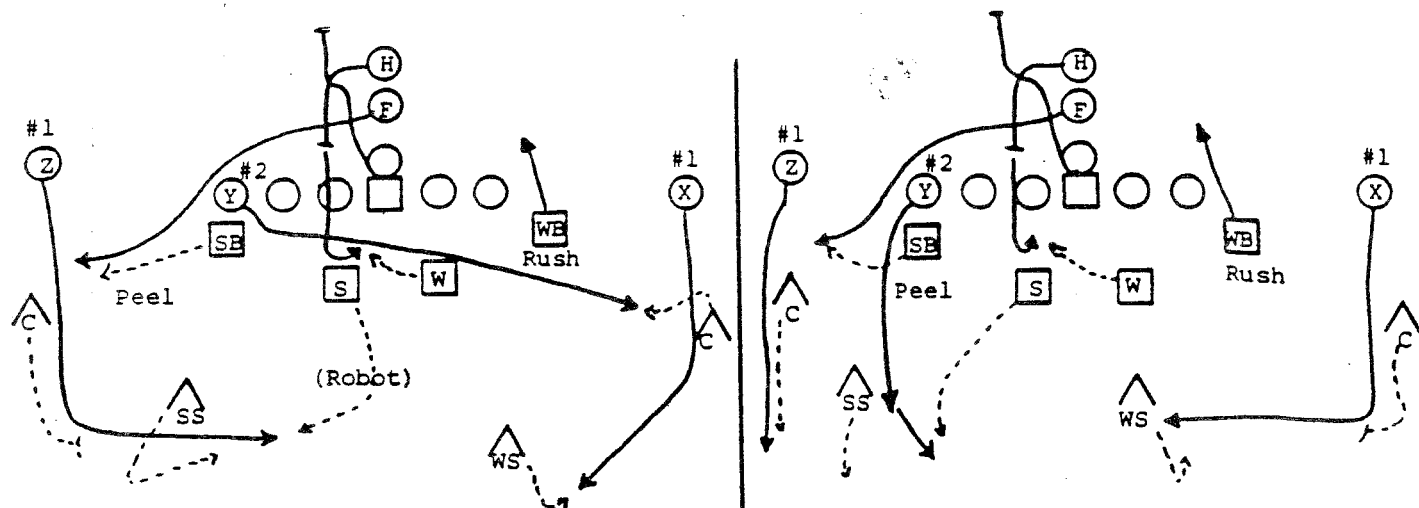
COVER 9 DOUBLE 'X'



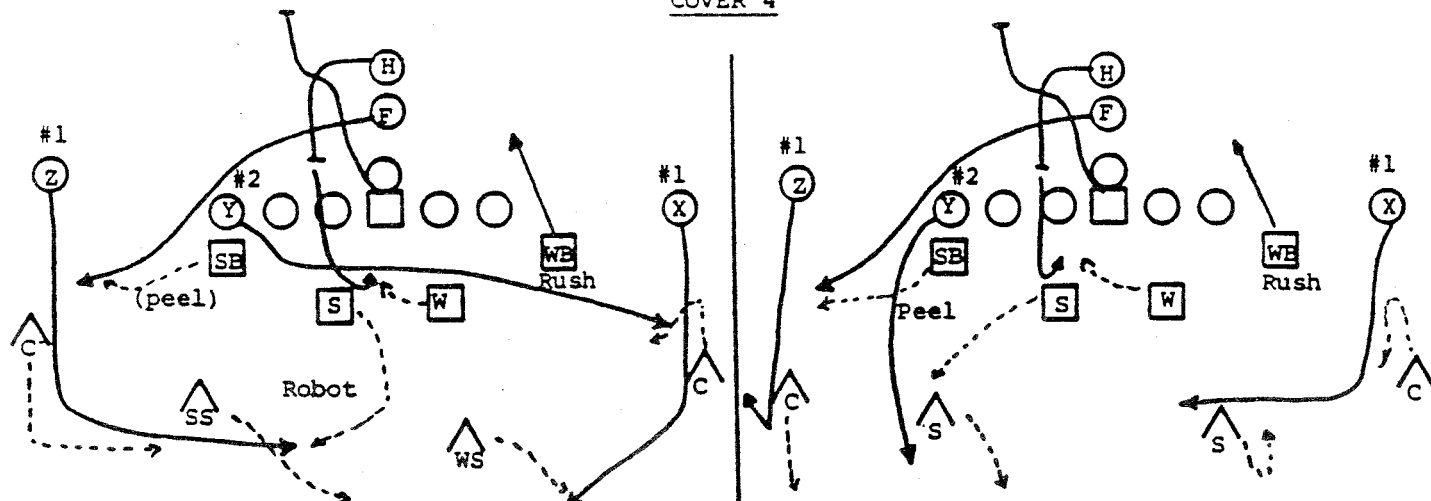
WILL COVER 9



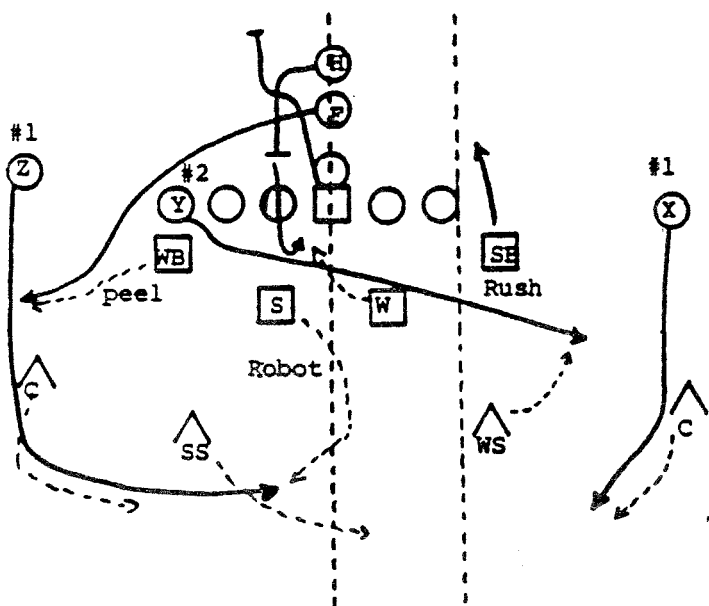
COVER 2



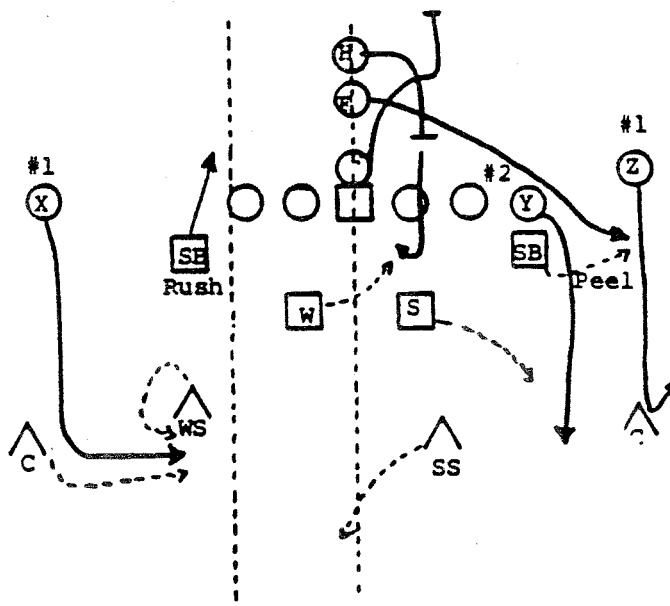
COVER 4



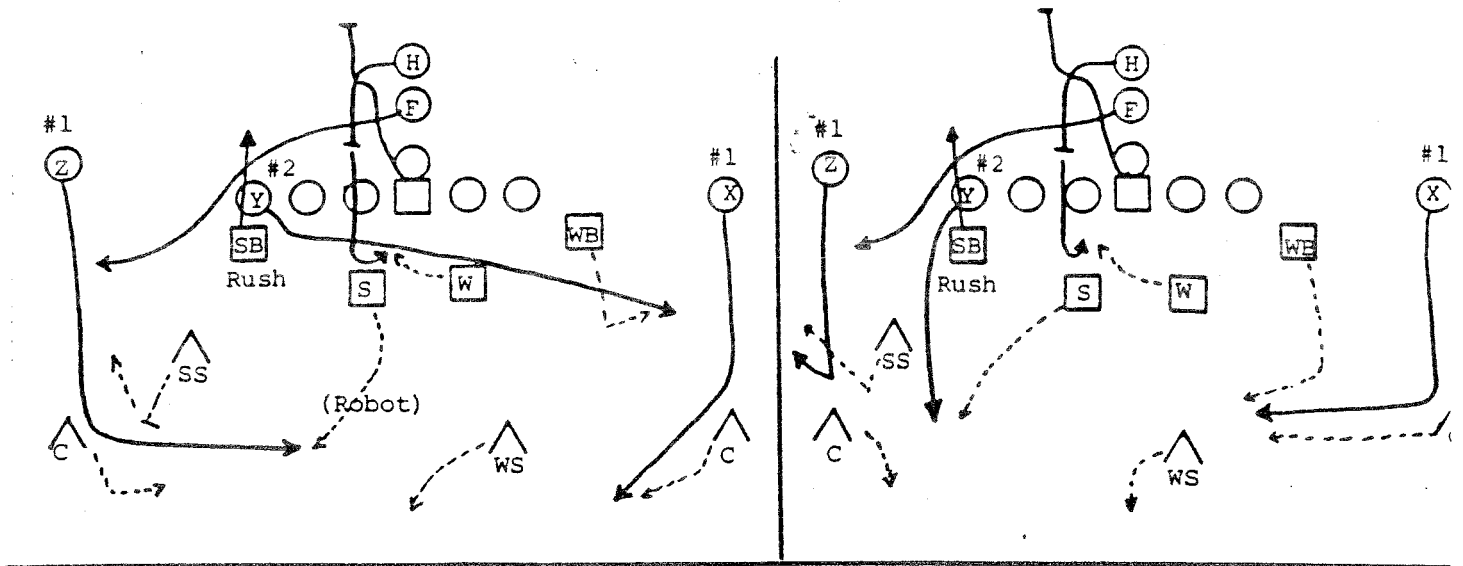
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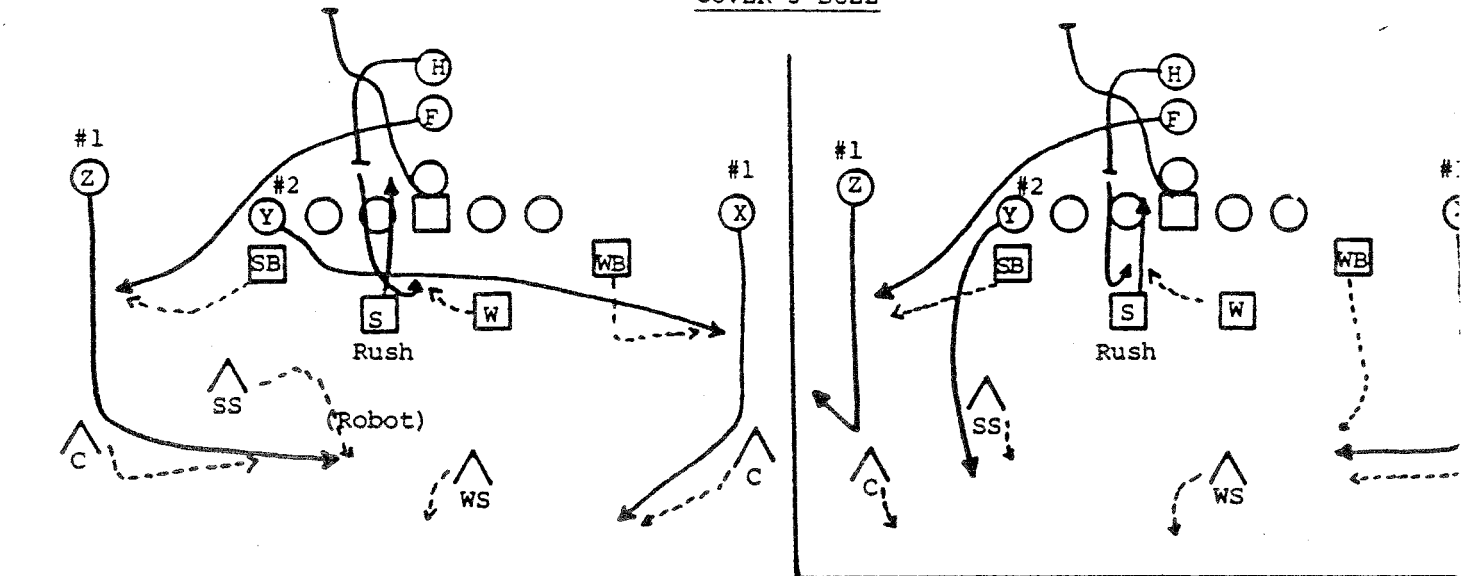
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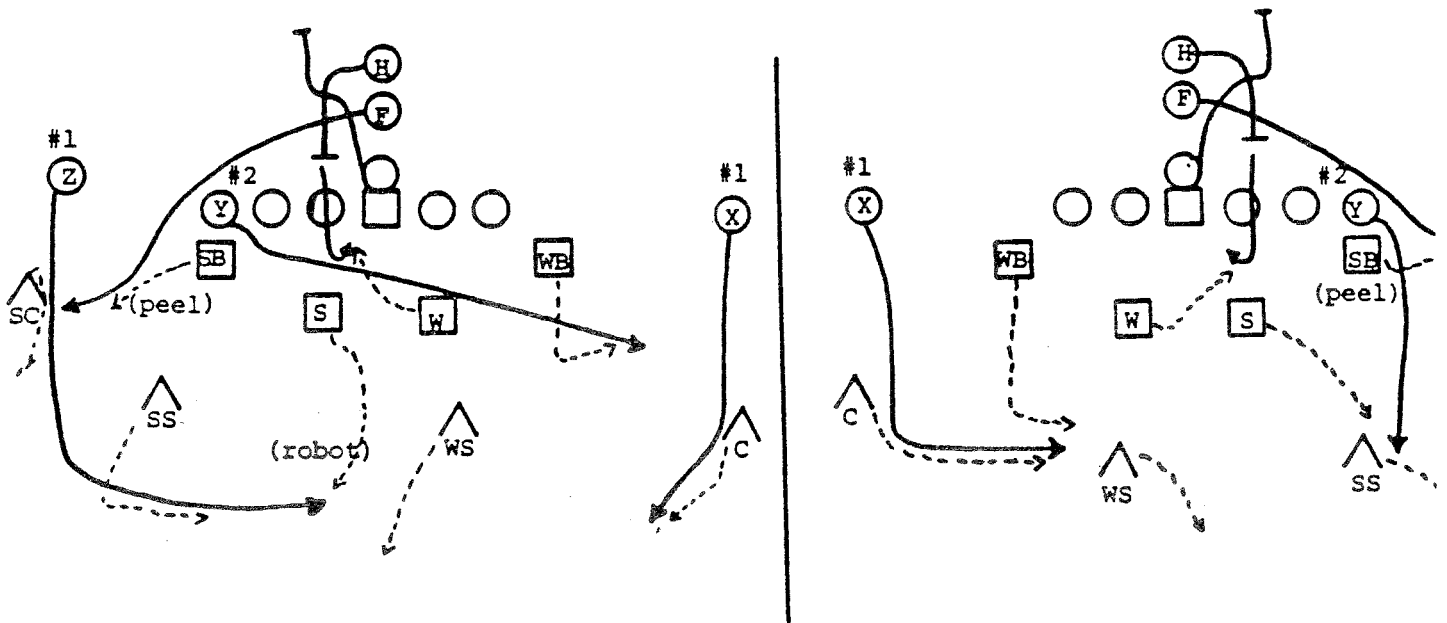
COVER 3



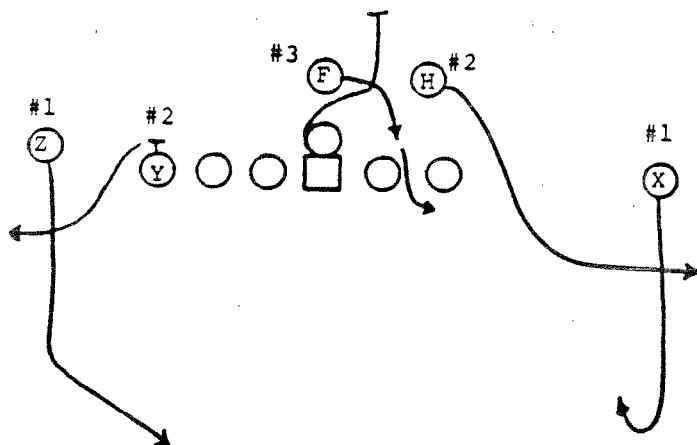
COVER 3 BUZZ



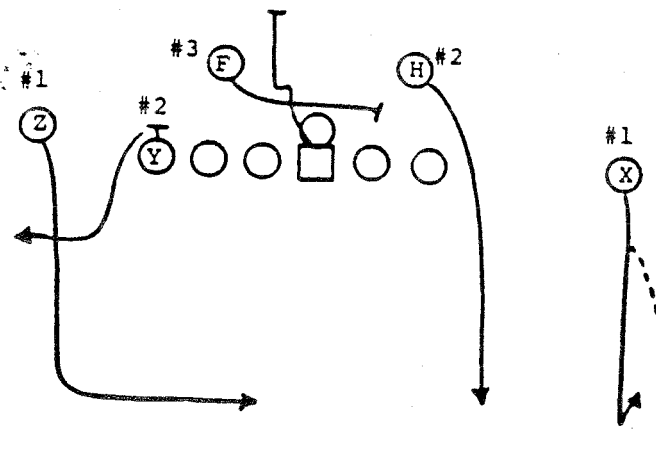
34-3 COP



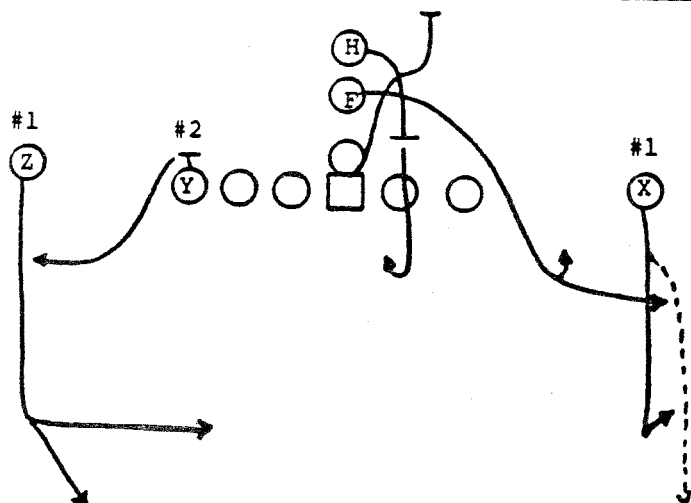
WEAKSIDE PLAY ACTION (78 ACTION)



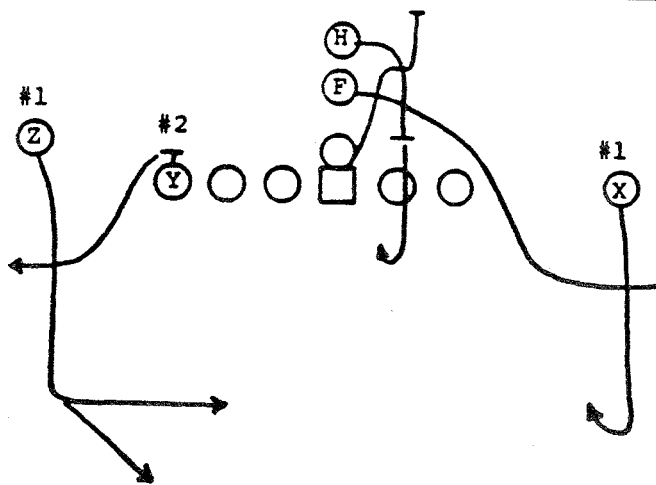
Slant 115



Quick 135 Trap Pass

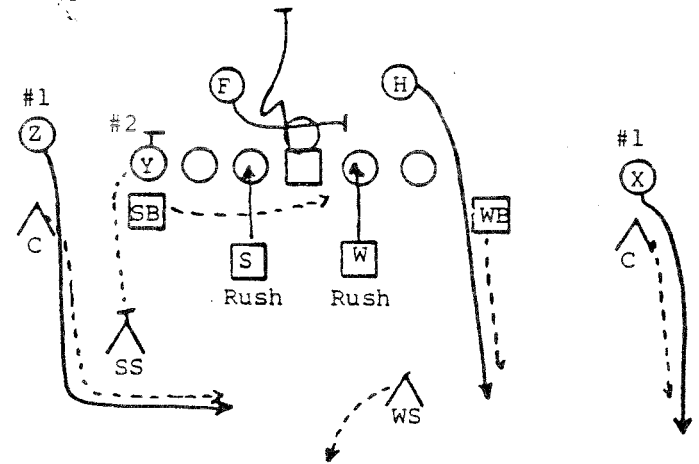
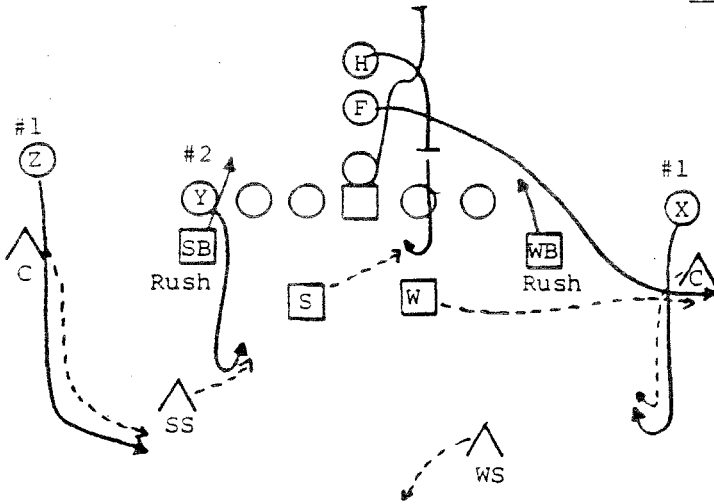
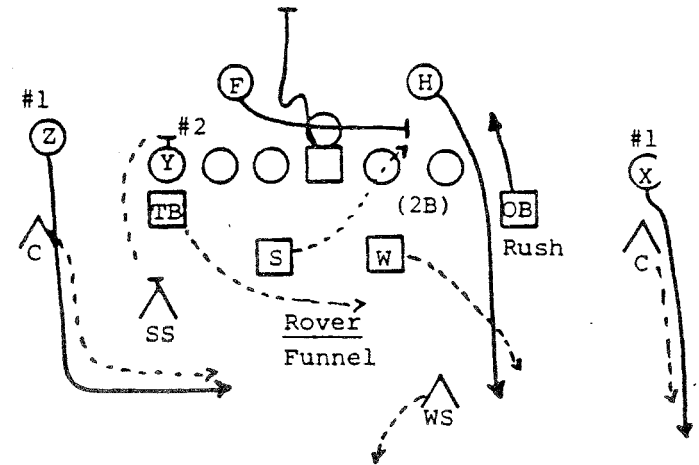
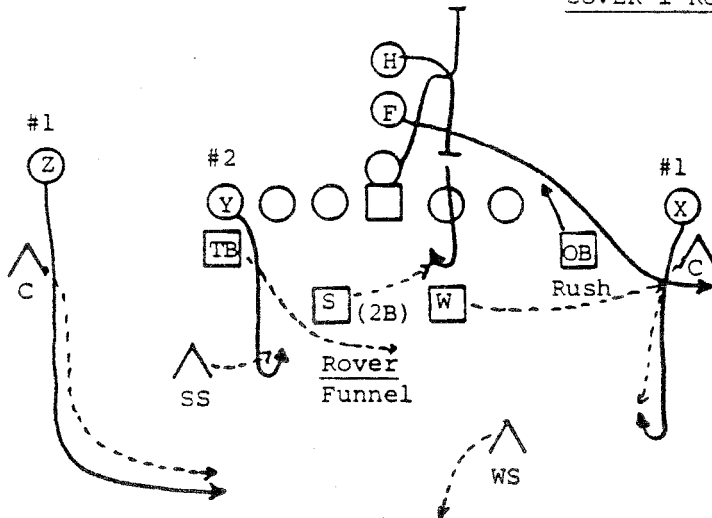
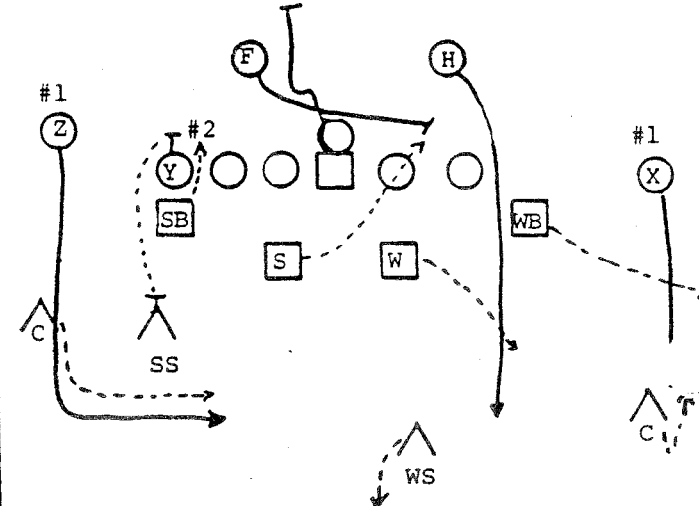
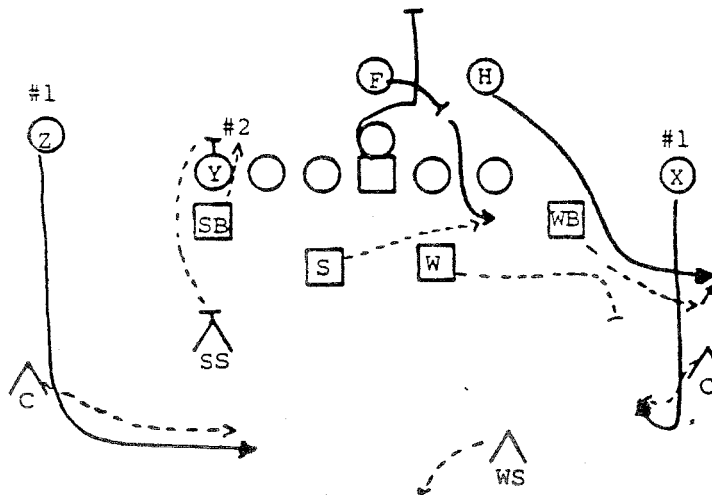


Sprint 135 X-Out

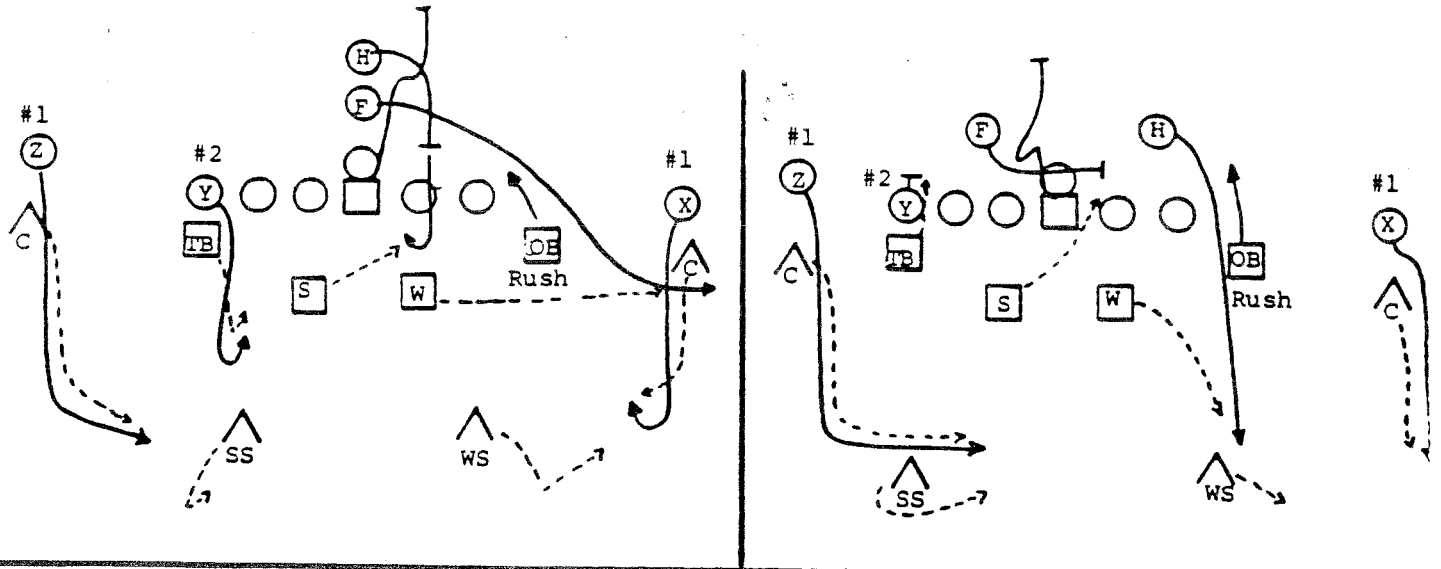


Sprint 135 X-Curl

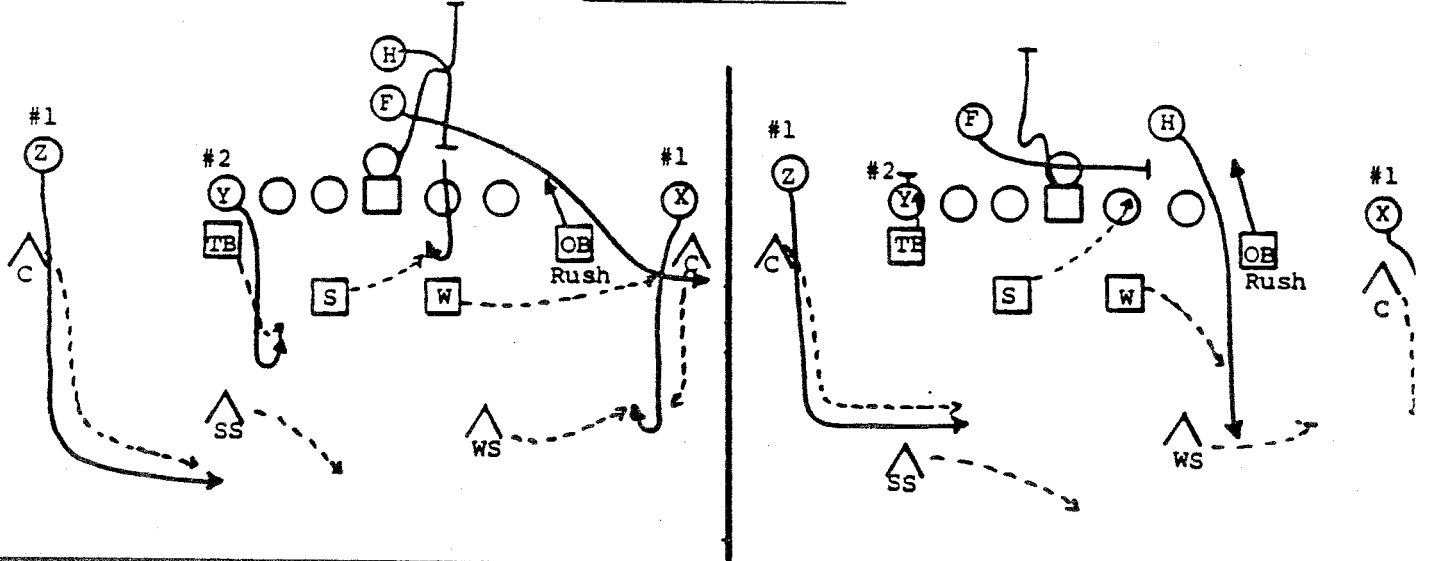
Weakside Play Action is defined as both backs going to the open side in a pro formation. Most teams combine their weakside running game with a combination of play action passes. We will defend these running plays with our normal defensive scheme. The play action passes will be defended by pattern recognition and normal assignments regarding 78 Action whether we are in a man/man or zone defense.

Fire Fox 0COVER 0Fire Lion 0COVER 1 ROVER/FUNNELCOVER 1 SLOOP

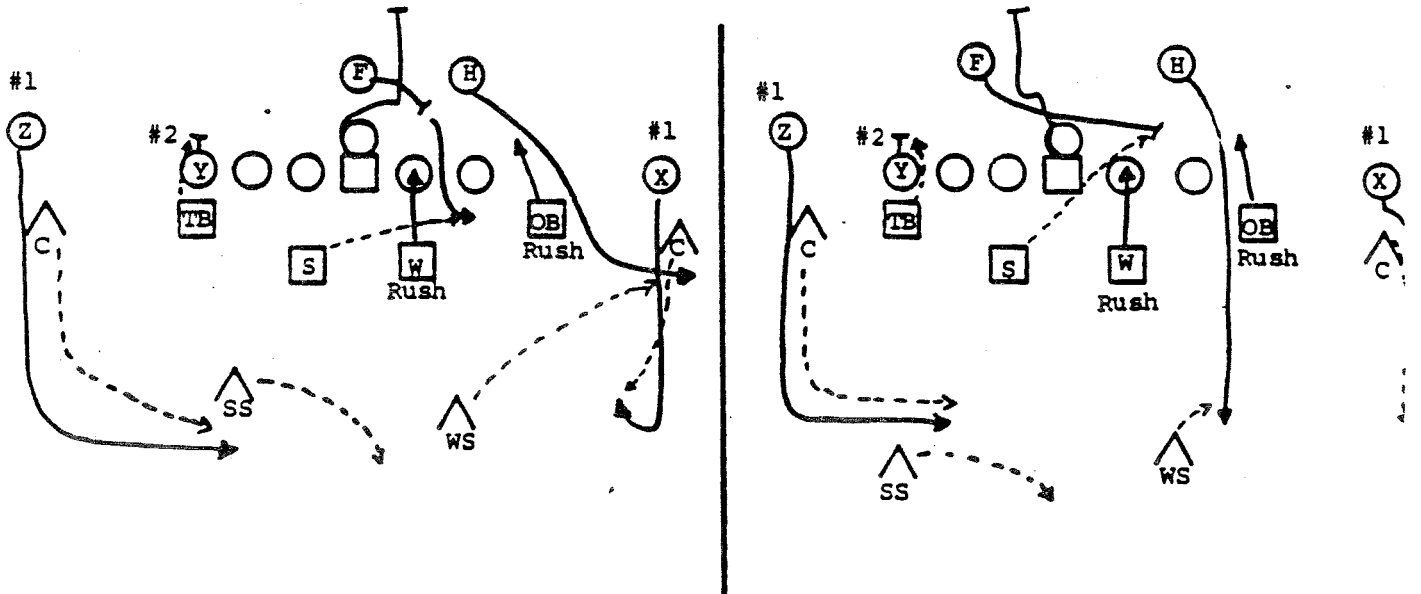
COVER 5



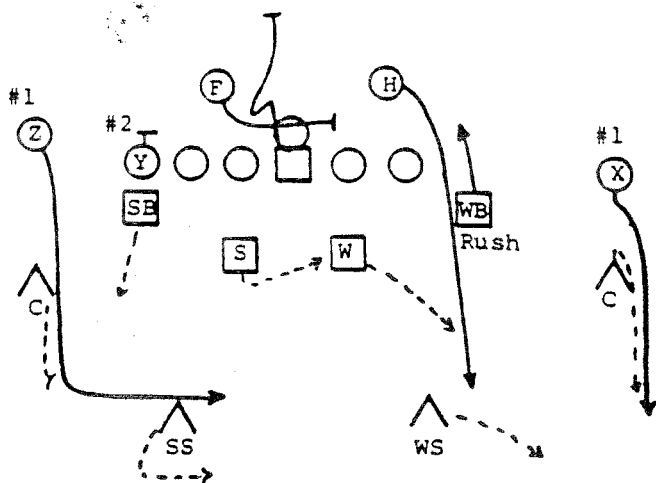
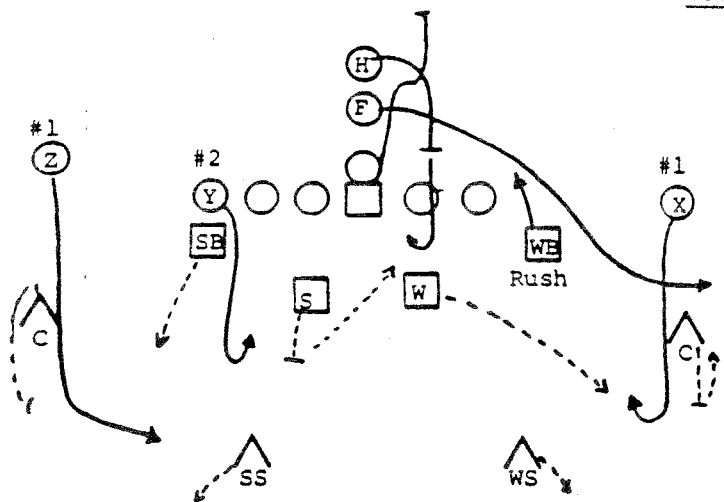
COVER 9 DOUBLE 'X'



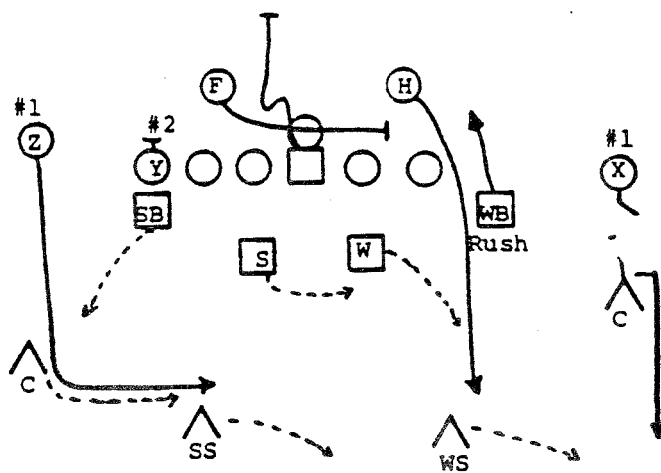
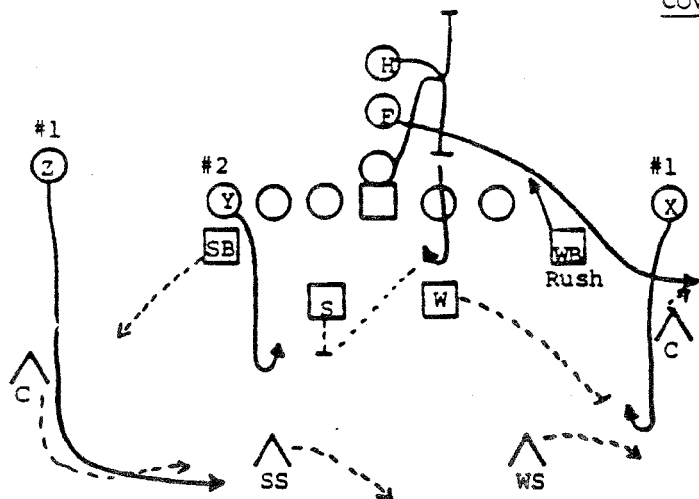
WILL COVER 9



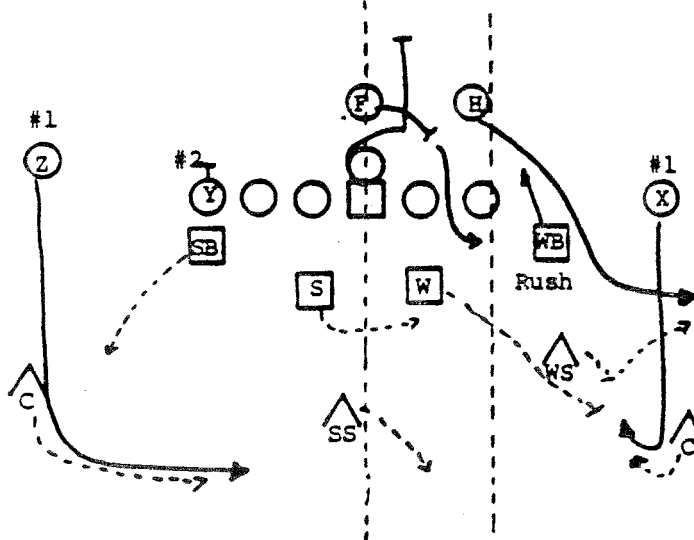
COVER 2



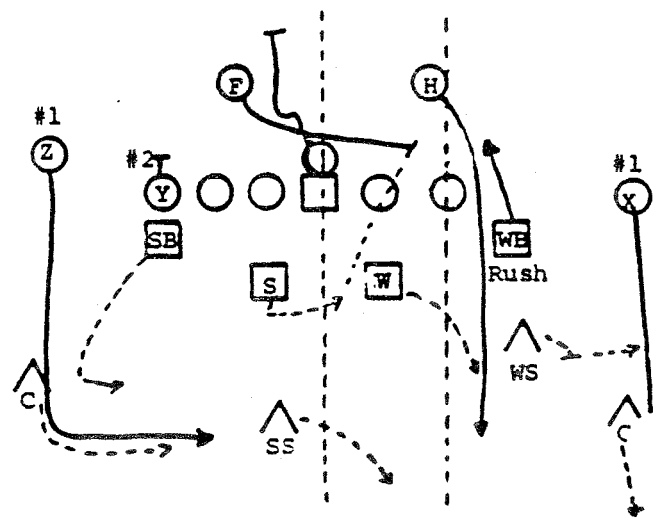
COVER 4



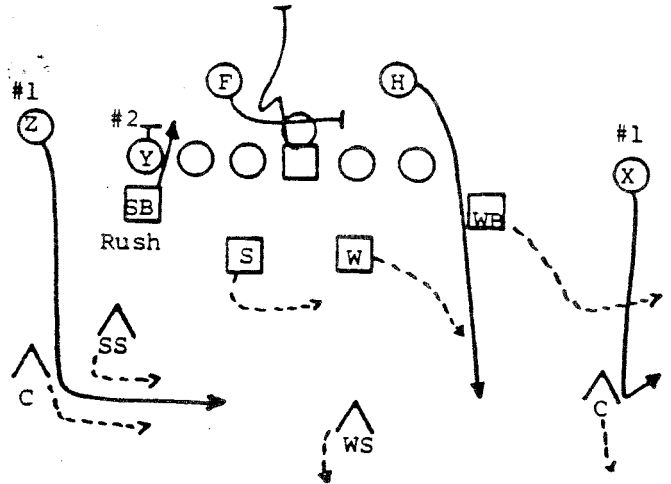
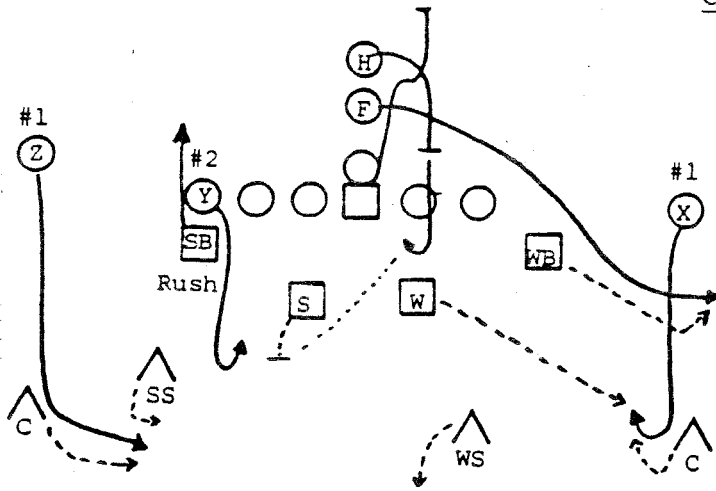
RITA



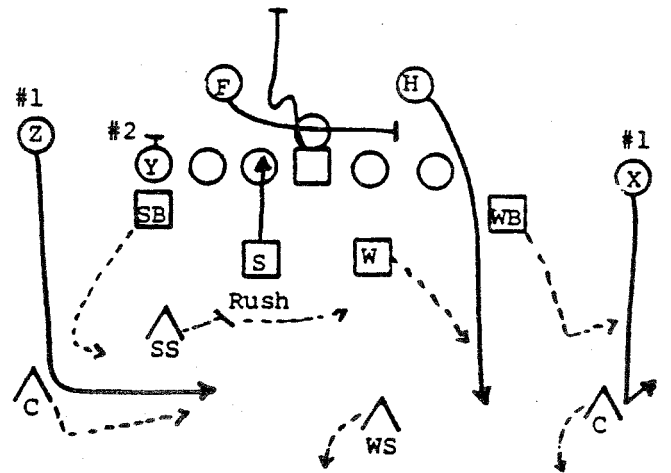
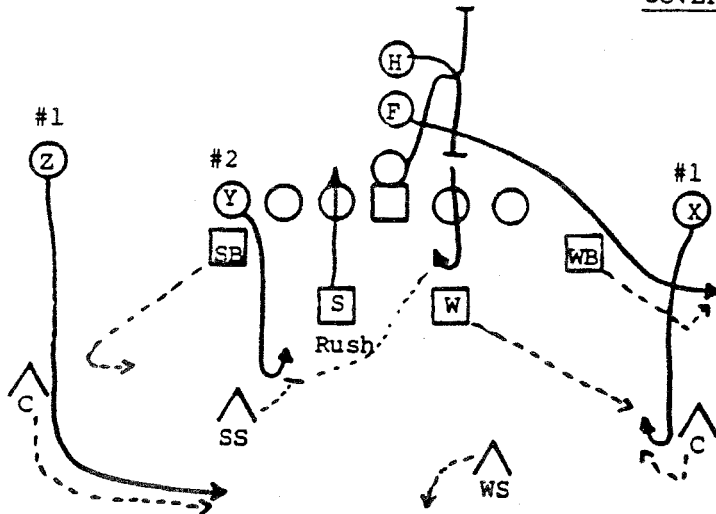
RITA



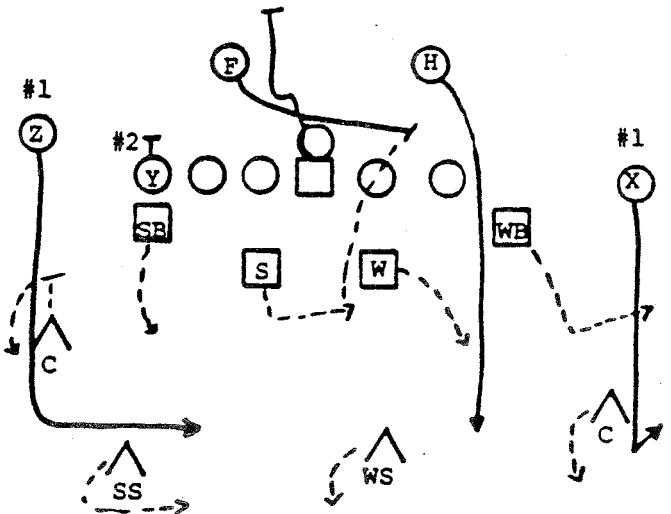
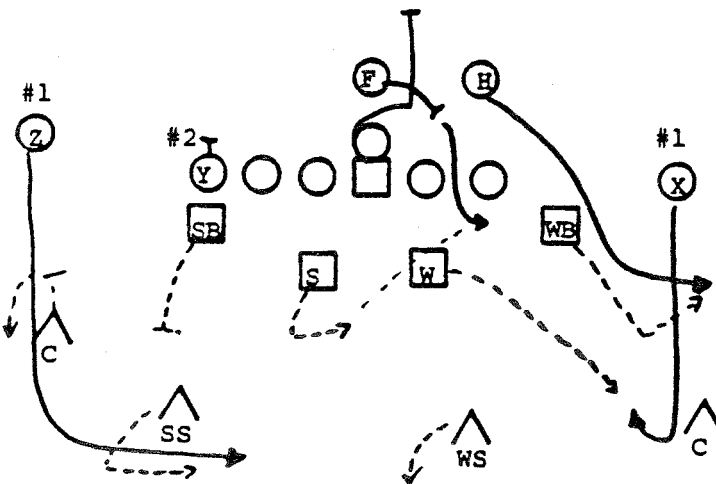
COVER 3

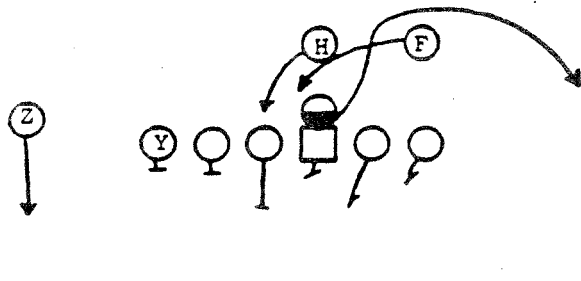


COVER 3 BUZZ

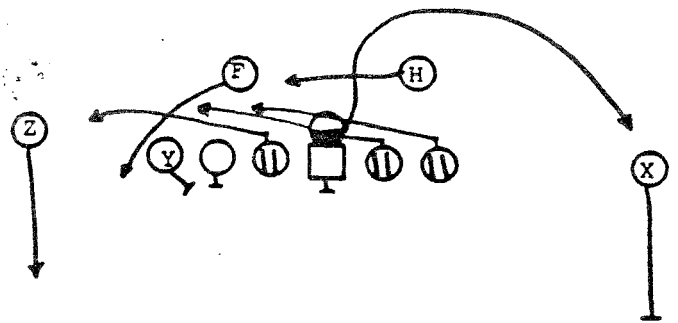


34-3 COP

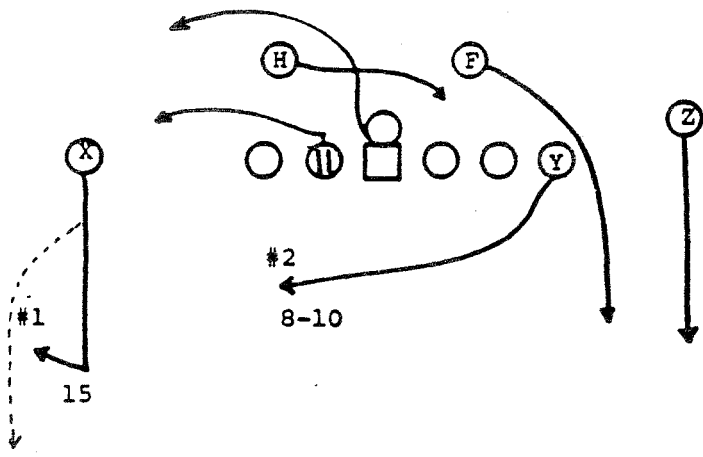




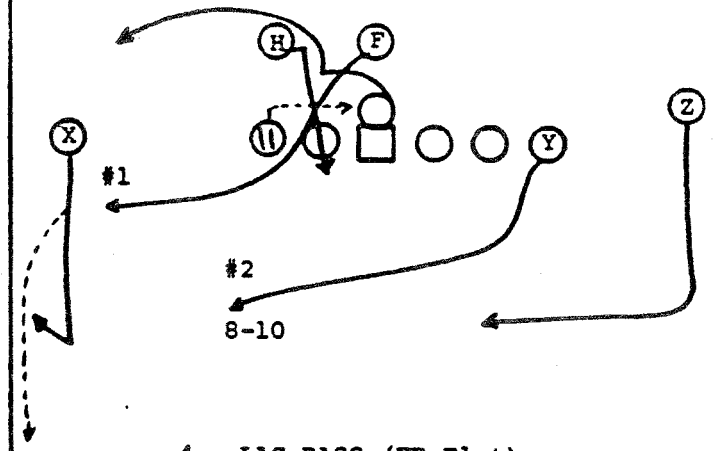
1. BOOT (Run)



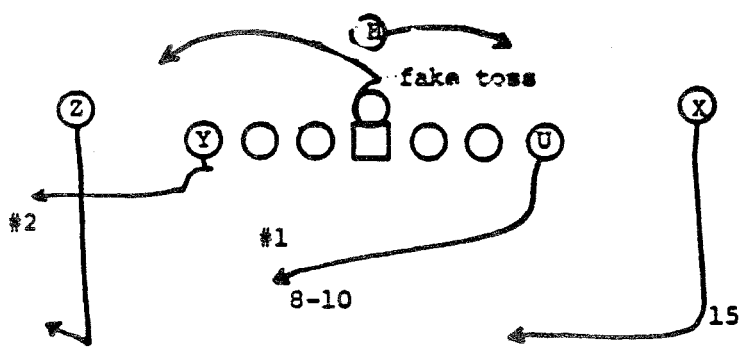
2. SUCKER BOOT (Run)



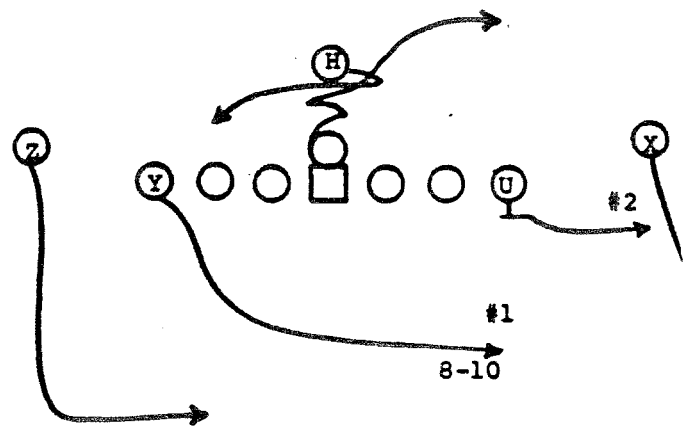
3. Boot PASS (X Out)



4. LAG PASS (FB Flat)

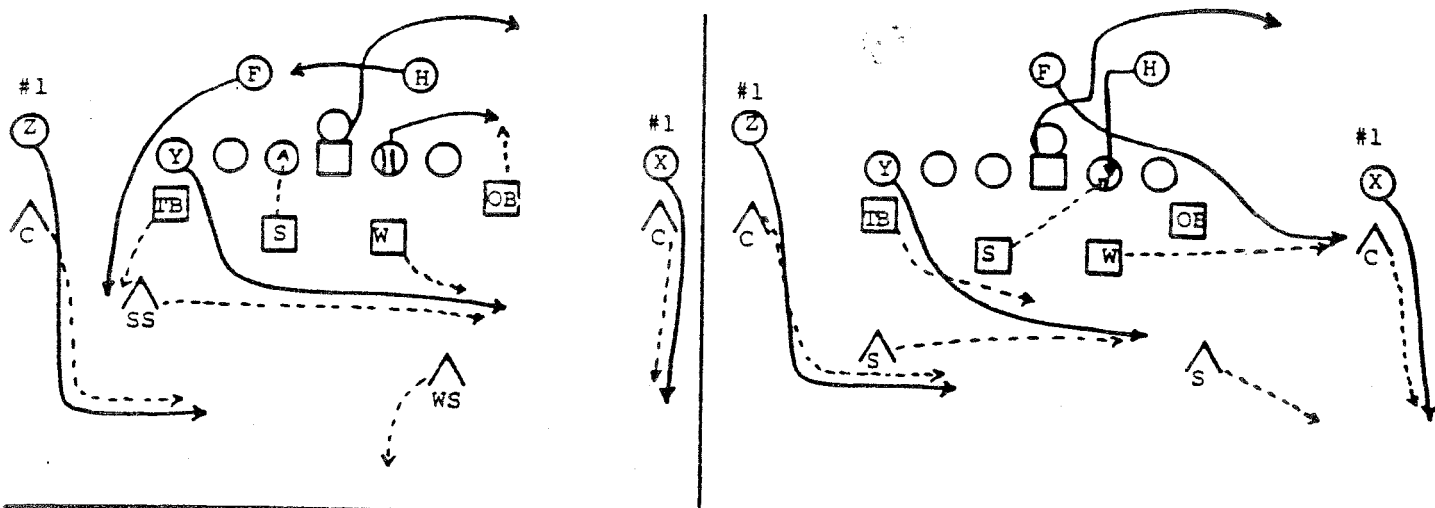


5. TOSS BOOT (Y Cross)

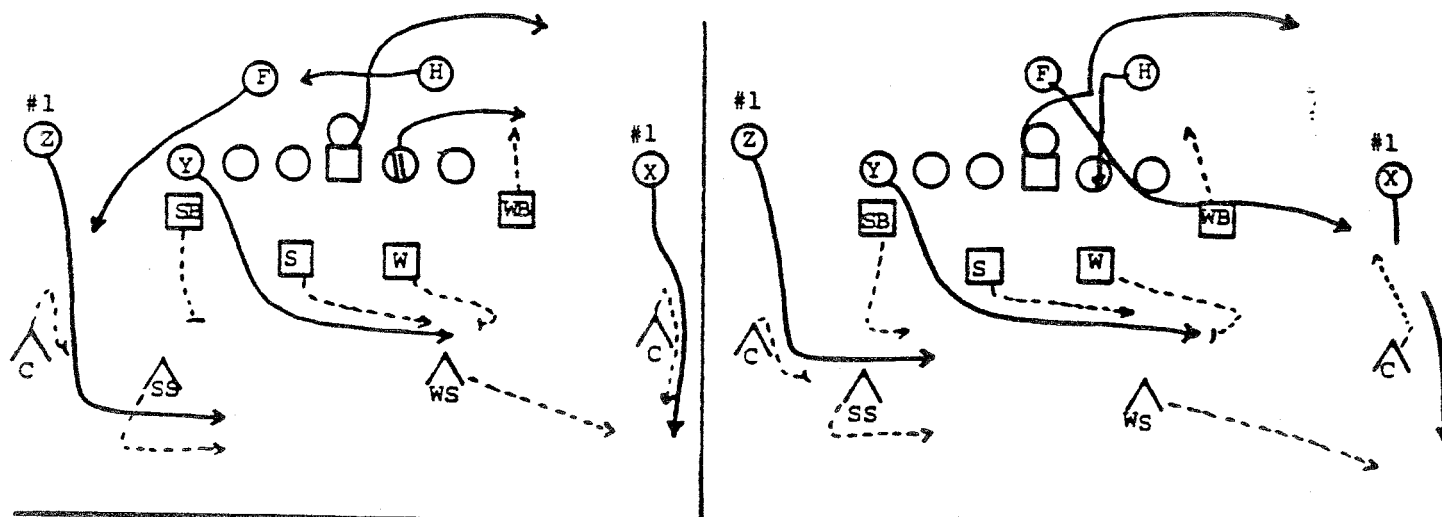


6. SLANT COUNTER BOOT (Y Cross)

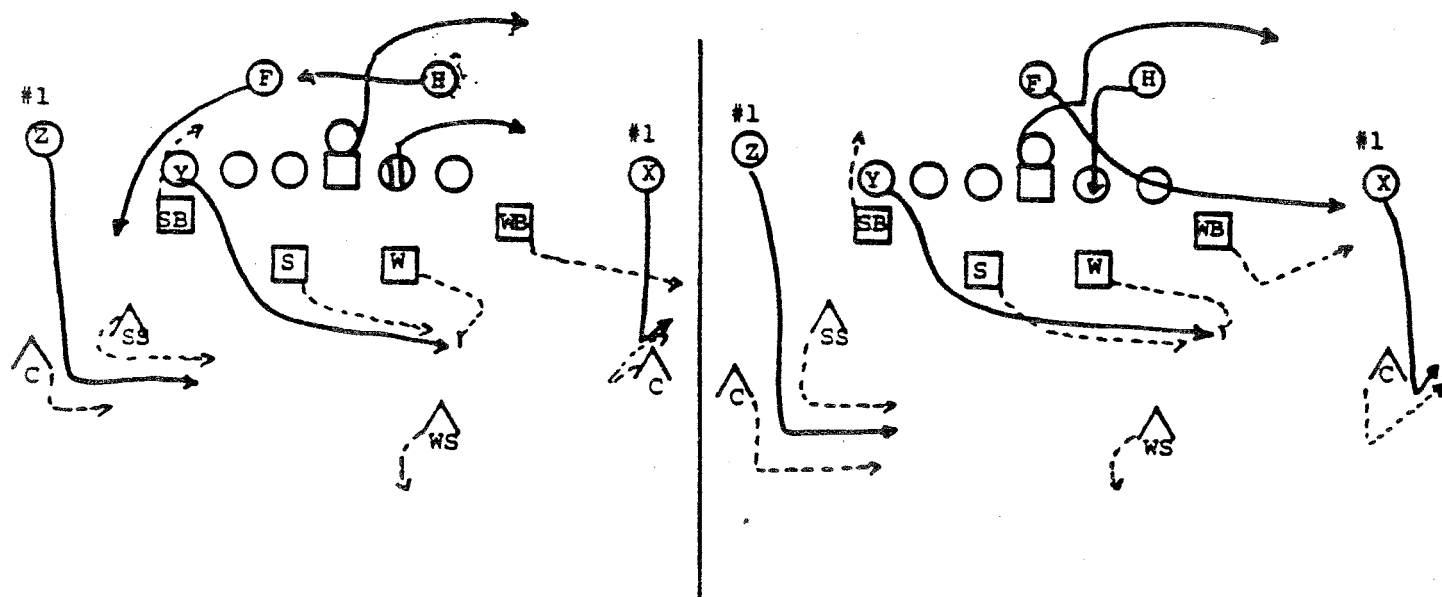
COVER 1 ROVER



COVER 2



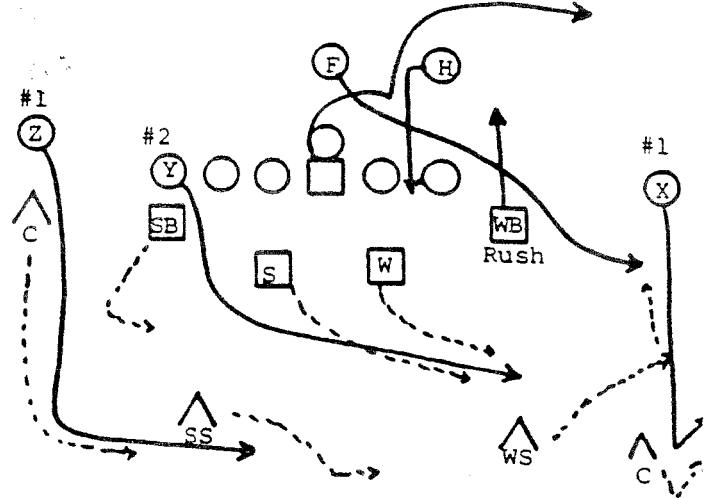
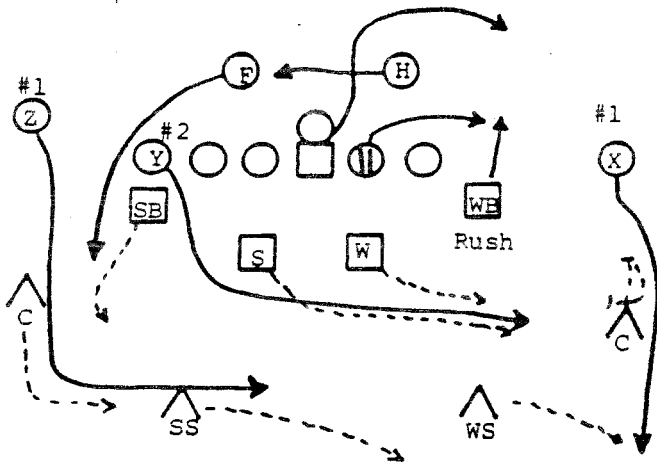
COVER 3



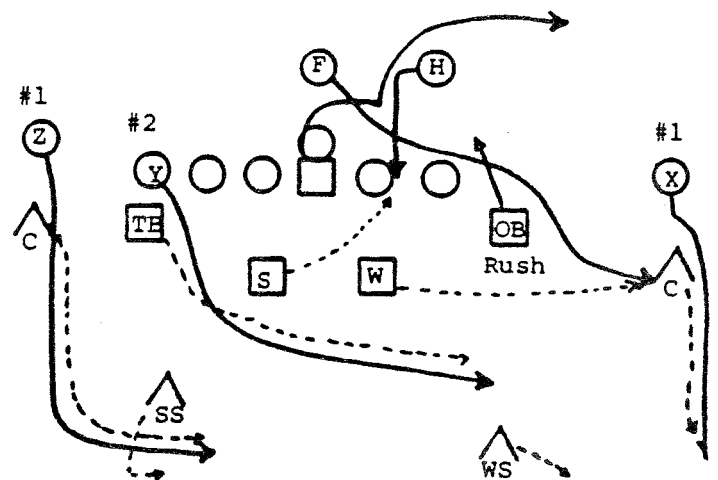
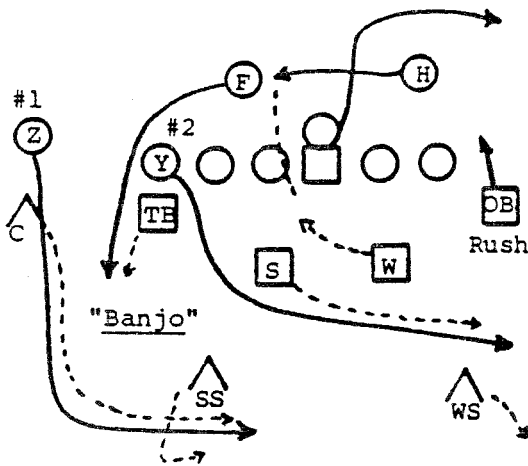
4 Cloud

COVER 4

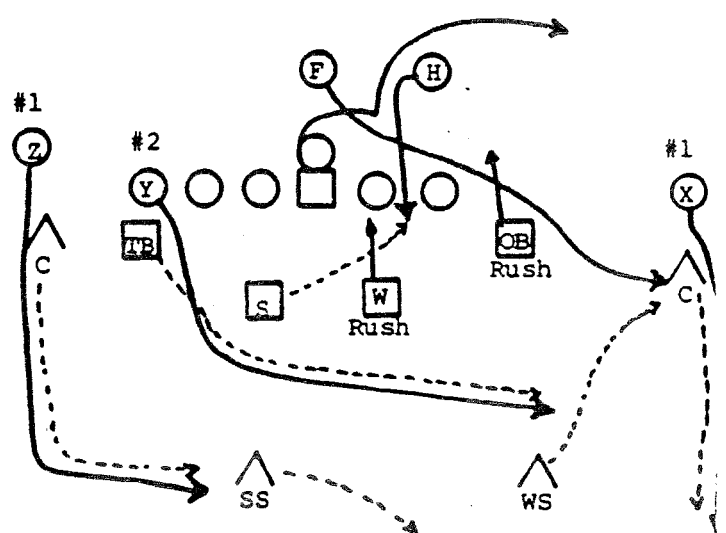
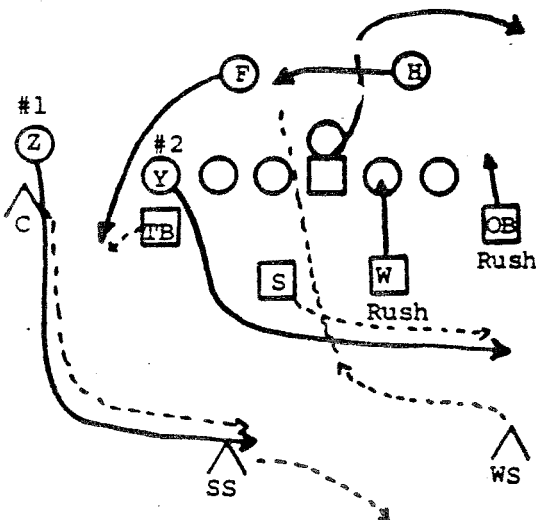
4 Sky



COVER 5



WILL COVER 9



DRAWS

1. Draws are not trick plays - they must be beaten with know-how and technique execution. There are several different type Draws, all of which combine a number of the following characteristics: Lead Draws, Base Block Draws, Sprint Draws (hit fast), and (slow) Delay Draw. Down and Distance and particular offensive sets are good alerts to Draw plays.
2. Important principles that apply to all Draws are:
 - A. DL & Outside Backers - Retrace your steps toward the center. Use hands to separate and disengage. Be alert to offensive lineman trying to block your reaction to draw.
 - B. Inside LB's - Funnel ball carrier into middle - Keep outside leverage on blockers. Stay on your feet - use hands vs. blockers. See the QB in his drop until he passes hand-off point for Draw.

CP: Give ground or use drop step if needed to maintain leverage and funnel. vs. ice - penetrate!
3. H-44 Ace Ice (diag. #1 & #2)

Playside Backer, DE - Push Back, lock out and squeeze to inside. Backer alert to bounce out.

Offside Backer, DE - Retrace vs. fan block, look for cutback.

Nose - Push back vs. center, work playside, force double by OG.

Sam - Attack lead block as far across LOS as possible. Expect low block - force ball to make a sharp cut.

Will - Slide laterally (do not step up). Look for offside guard - use hands to push back, alert to fall back to cutback. ALERT - must not get pinned by OG.

45 Fan Ice (diag #3 & #4)

Playside Backer, DE - Retrace vs. fan block. Backer alert to bounce out.

Offside Backer, DE - Lock out, retrace, work inside for cutback. If turned by OC, stay backside.

Nose - Work to playside. Lock out and separate.

Will - Attack lead blocker across LOS with inside pad. Funnel runner inside.

Sam - Slide laterally, play off Nose for SCP or BSF. See the OG's block.

Lag 25 (diag #5 & #6)

Playside Backer, DE - Retrace, backer alert to bounce out.

Offside Backer, DE - Retrace, free inside pad, work inside for cutback.

Nose - Play to frontside A Gap.

Will - Funnel runner inside. Avoid cutblock, being turned outside.

Sam - Funnel runner inside. See OG block, play off nose's reaction

(Base) 45 (diag #7 & #8)

Outside Backers, DE's - Blocker will try to turn you outside - retrace, cross his face. Get inside pad free.

Nose - Center will try to turn you - retrace to playside.

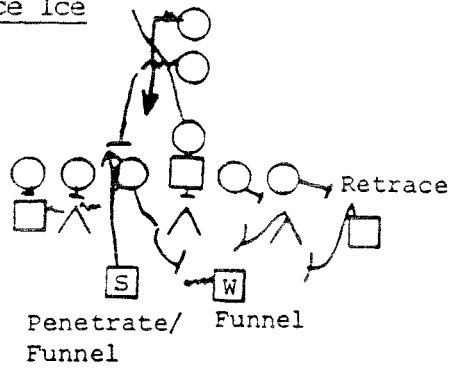
Sam - Retrace steps of pass drop - Funnel runner inside. Avoid cutblock or being turned outside.

Will - Retrace steps of pass drop. Squeeze blocker and funnel runner inside.

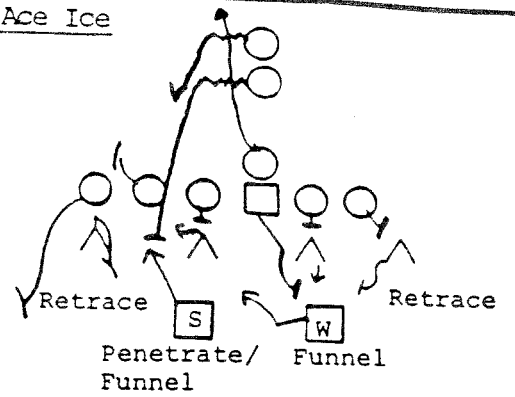
Vs. STACK (ODD)

Vs. EVEN

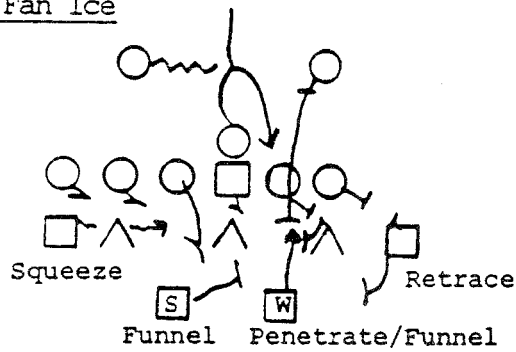
1. H 44 Ace Ice



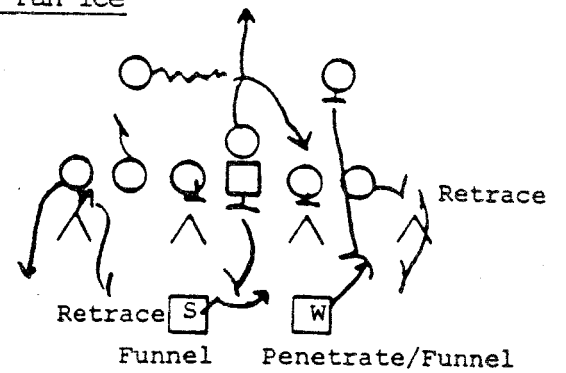
2. H 44 Ace Ice



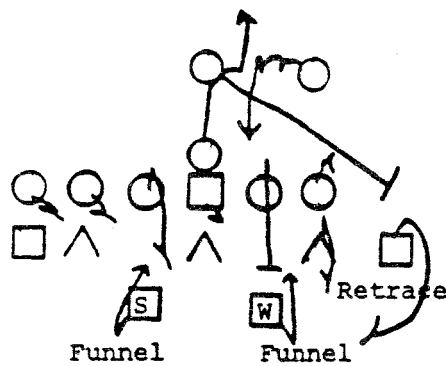
3. 45 Fan Ice



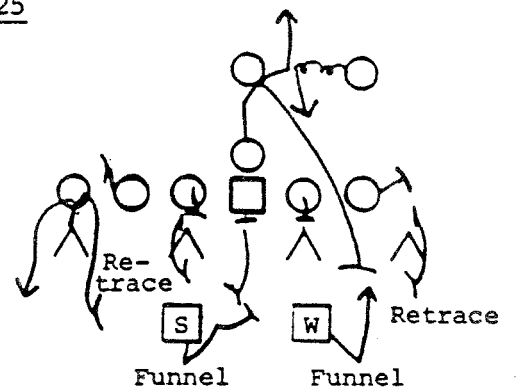
4. 45 Fan Ice



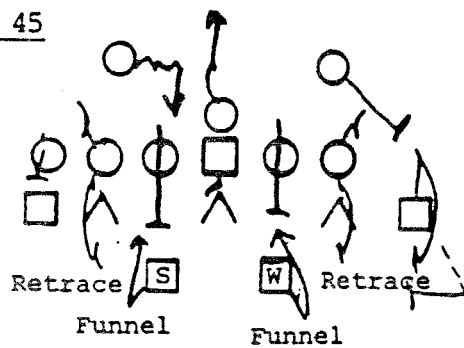
5. Lag 25



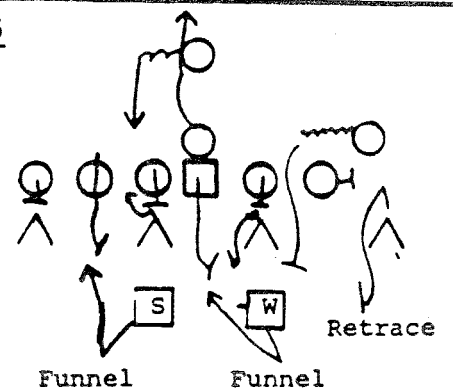
6. Lag 25



7. (base) 45



8. (base) 45



SCREENS

1. Outside Rusher to Screen Side

When you read screen (vs. Backer, back will approach LOS, block you to inside, release; vs. DE, tackle will deep set, cut), pursue outside beating the screen element. Hug the back and deny the ball.

2. Inside Rusher to Screen Side

Pressure QB. Expect QB to slide to screen side - work for outside leverage and contain position. Get hands up - turn and pursue.

3. Inside Rusher Away from Screen Side

Pressure QB hard. Keep on coming, force throw. QB may attempt to slide toward the screen. Get hands up - turn and pursue.

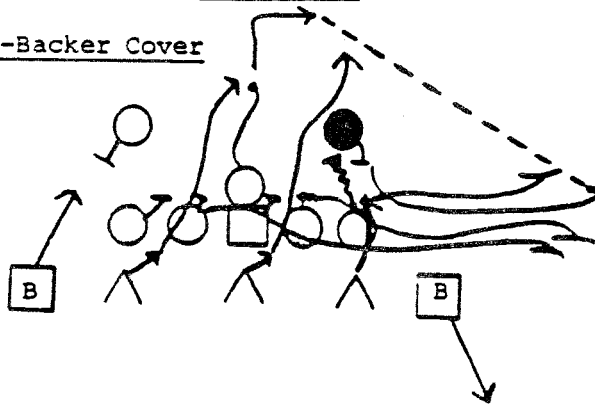
4. Outside Rusher Away from Screen Side

Pressure QB hard. QB will take deep set. Turn and pursue.

CP: Vs. quick wide receiver screen, take same pursuit path as vs. outside run. Alert to cutbacks.

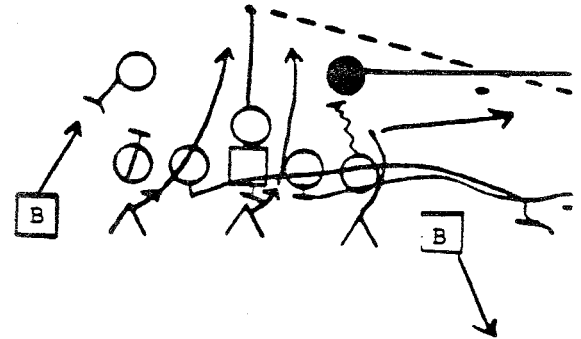
Slow Screen

1. Stack-Backer Cover

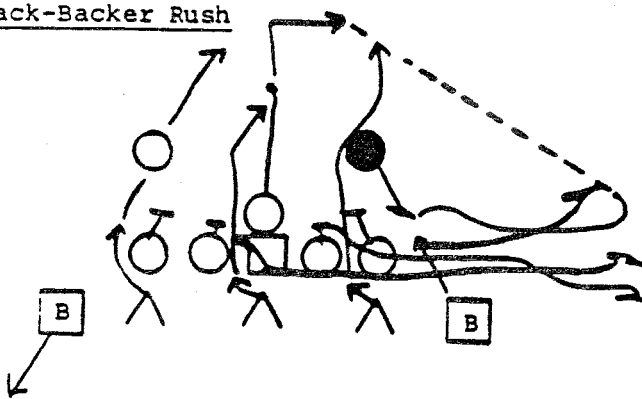


Read Screen

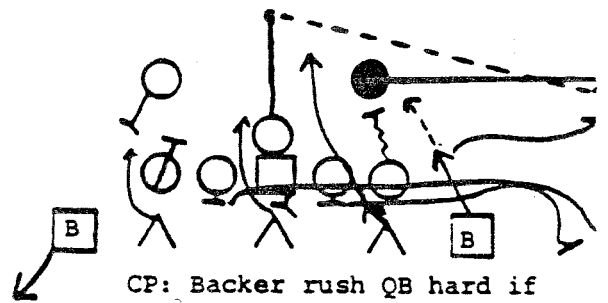
4.



2. Stack-Backer Rush

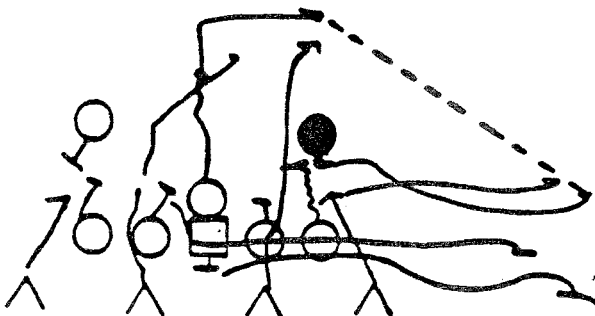


5.

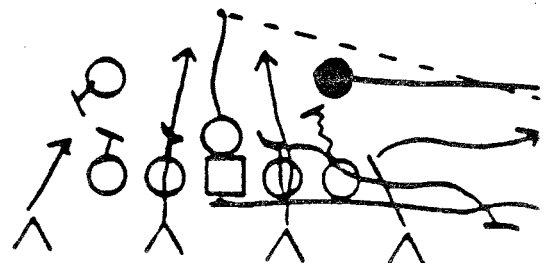


CP: Backer rush QB hard if quickly committed to the run

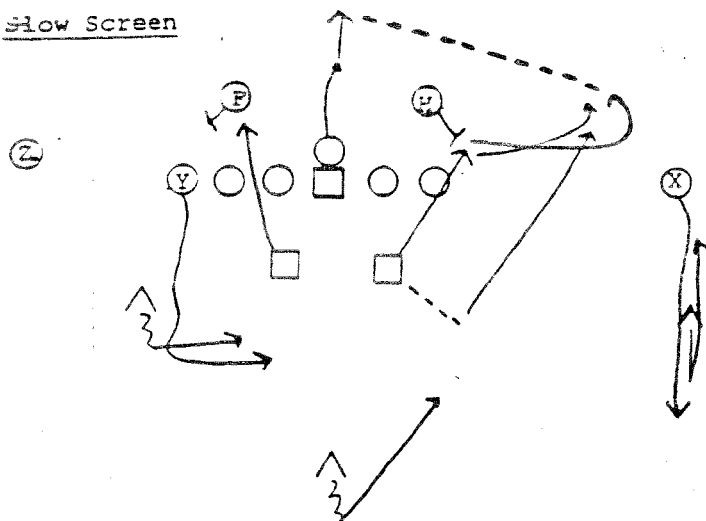
3. Even



6.



SCREENS VS. ZONE COVERAGES

Slow Screen

Flat Defender: Drive for point 1 yard outside receiver - force him back inside. Must beat screen element. Stay on feet. Alert - if element beats you to receiver, must not be kicked out. Avoid 1 for trade vs. blocker.

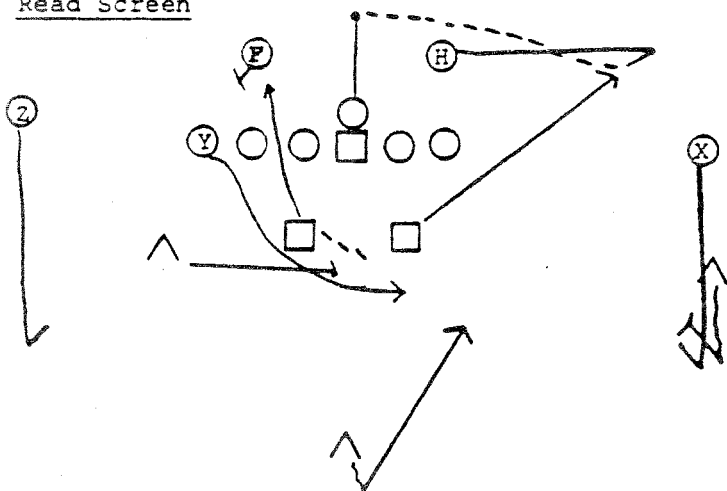
Hook Defender: Attack inside-out (similar fast read), aiming at runner. Seal the seam between yourself and flat defender. Make the tackle or make runner change course. Stay on feet.

Offside Hook Defender: Take inside-out path thinking cutback. Alert: Play TE route first.

Offside Flat: Position yourself for cutback. If runner stays playside, pursue with inside-out leverage.

Deep Outside Defender: Cover deep route first - Avoid block. Come up outside expecting runner to get outside the numbers.

Deep Middle Defender: Play off flat defender. Alert to runner working back outside numbers. Maintain inside/out leverage.

Read Screen

Flat Defender: Hold curl for hook defender, release up fast 1 yard outside back - force him inside. Beat screen element. Alert to kick out block - Stay on feet.

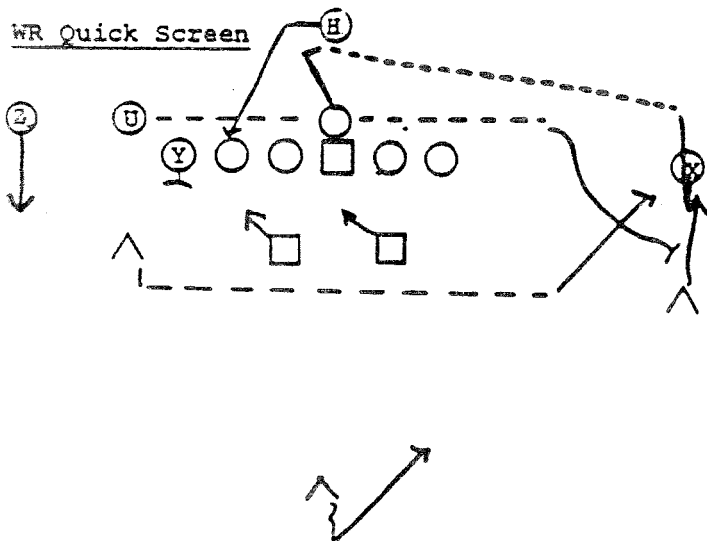
Hook Defender: Extend to WR hook. If ball not thrown to WR on time release now on inside-out aiming at back. Seal any seam, then cutback.

Offside Hook: Play TE route - deny the throw. Pursue inside-out thinking cutback.

Offside Flat: Work deeper than LB position - self for deep cutback then deep pursuit.

Deep Outside Defender: Come up with outside leverage - expect runner to work outside the numbers. Maintain outside/in leverage.

Deep Middle Defender: Play off flat defender. Maintain inside/out leverage.

WR Quick Screen

Flat Defender: Drive hard at WR, force him inside. Must avoid kickout block.

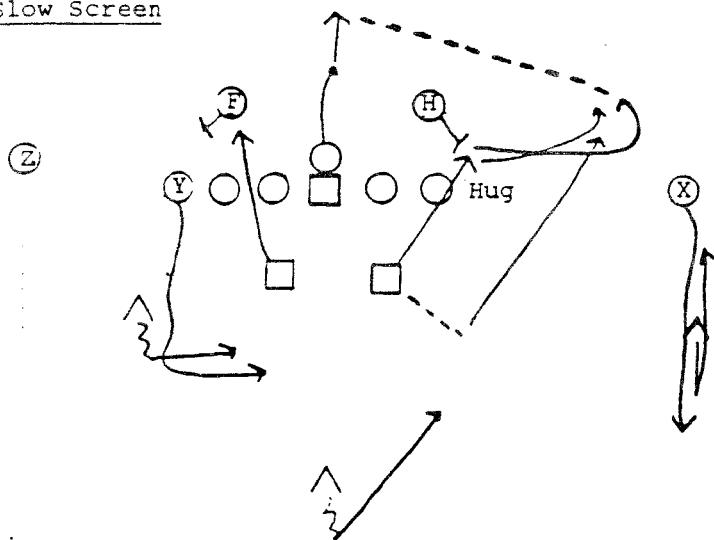
Hook Defender: Pursue inside-out. Beat screen element outside. Alert cutback - fill seam between you and flat defender.

Offside Hook: Look for the flat cutback, then, deep pursuit.

Deep Outside Defender: Alert second man thru - Come up outside-in looking for receiver to cut outside numbers.

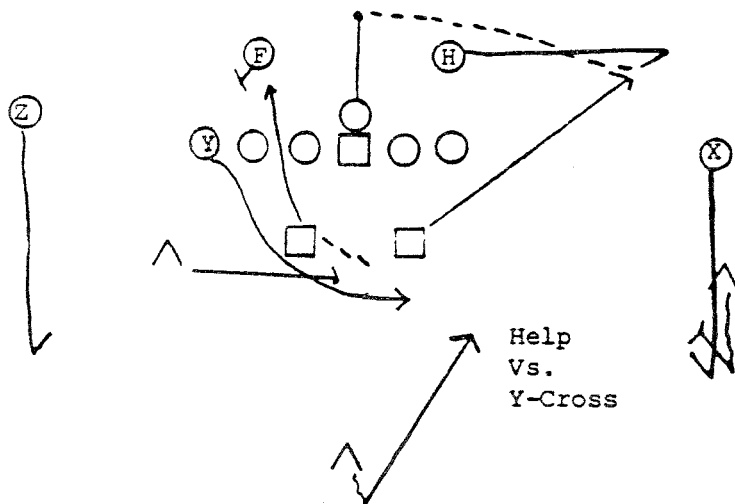
Deep Middle Defender: Spillage approach. Maintain inside/out leverage.

Slow Screen



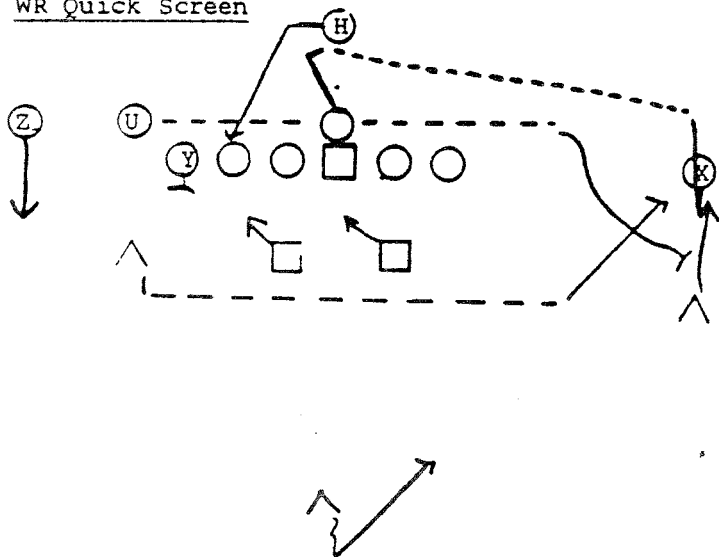
- Vs. X: Cover deep route - Maintain outside leverage.
- Vs. H: Hug H, release with H, deny the ball. If no hug, release with H, must beat screen element. If element gets there first, use hands, avoid blocks, turn runner inside.
- Vs. Y: Squeeze TE, expect run away route. Get inside position, deny throw.
- Vs. F: If no hug, pursue inside - out for cutback.
- Safety: Play off H - Alert to runner trying to get outside numbers. Maintain inside/out leverage

Read Screen



- Vs. X: Throw will come on timing - Close hard deny passing lane.
- Vs. H: Release immediately - close hard - deny ball. Expect H to use run away technique - See H.
- Vs. Y: Close fast to TE. Expect crossing route, play underneath, deny ball.
- Vs. F: If no hug, give help vs. Y, then pursue vs. throw to H looking for cutback.
- Safety: Alert to help vs. Y-Cross. Vs. throw to H, play off H defender.

WR Quick Screen



- Vs. X: Drive hard for X's outside shoulder. Tackle X or force inside. If block gets there first, stay on feet, avoid 1 for 1, force X inside.
- Vs. U: U blocks X defender, accelerate to X, make tackle. U blocks you, use hands - no trade - stay on feet.
- Safety: See the tackle on X - if missed alert to X working outside numbers toward sideline.

REVERSE

Outside LB - A) Backer Force - on initial reaction away, shuffle back and look at wide receiver from opposite side - receiver coming toward you, cross LOS to be in position to force ball to bounce deep (at least 10 yards behind LOS) or cutback to other side of center. B) Corner Force - from chase responsibility get upfield, attack play behind center, force deep bounce.

CP: Stay on your feet - expect cutblocks - use hands - CP: Don't sacrifice one for one
If QB looks at you, and not runner, anticipate reverse

Corner - A) Backer Force - play reverse pass until ball crosses LOS. Vs. WR crack on WS, replace. (CP: must see crack). B) Corner Force - shuffle, then force reverse - Must come back to close seam between self and Backer - Force deep bounce.

Safety - A) Backer Force - re-trace steps from initial reaction. See the Backer: Vs. deep bounce out, play spillage - Vs. seam inside backer, fill seam. Alert to WR crack - go over it. B) Responsibility - play reverse pass until ball crosses LOS, then replace.

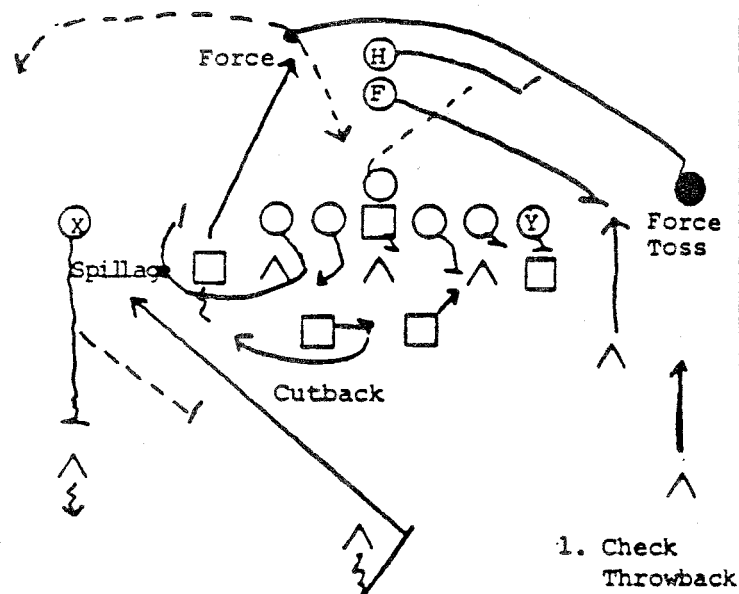
Def. Line, Sam, Will - Play initial action first. Must see reverse - then redirect. Look for opening for quick, deep penetration into backfield to make tackle, reroute ball carrier. If none there, work laterally (cross blockers' face) looking for cutback, then deep pursuit.

CP: Avoid being pushed behind ball carrier.

Offside Backer, Corner, Safety - First play your primary playside responsibility. You should be the last to know and react to reverse. Then, position yourself for cutbacks or deep downfield pursuit.

CP: First place to check is middle of formation (center area)

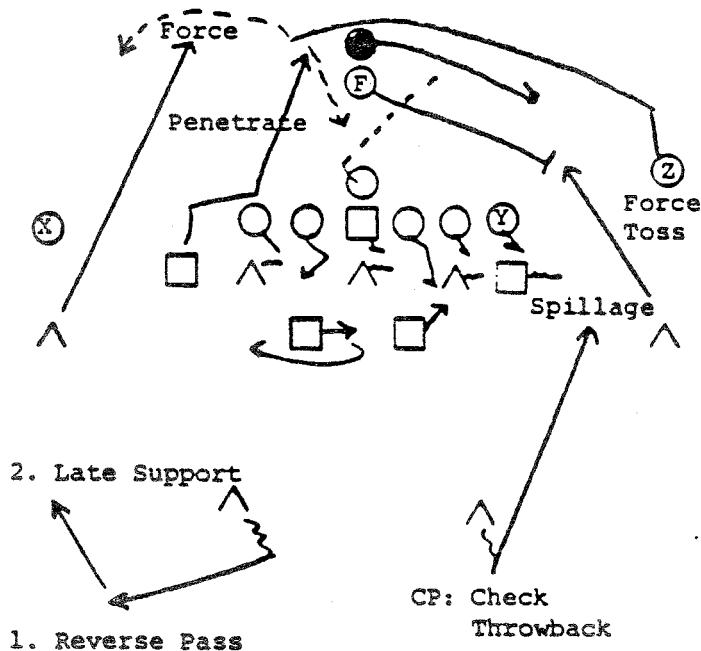
CP: You must see reverse for yourself

Vs. Backer Force

1. Reverse Pass
 2. Late Support
- CP: Vs. Crack, Replace
(See Contact)

CP: Vs. Crack, Go Over Top

1. Check Throwback
 2. Spillage Vs. Toss
- CP: Vs. M/M Cross Form. With 2

Vs. Corner Force

2. Late Support
1. Reverse Pass

CP: Check Throwback

FAKE REVERSE

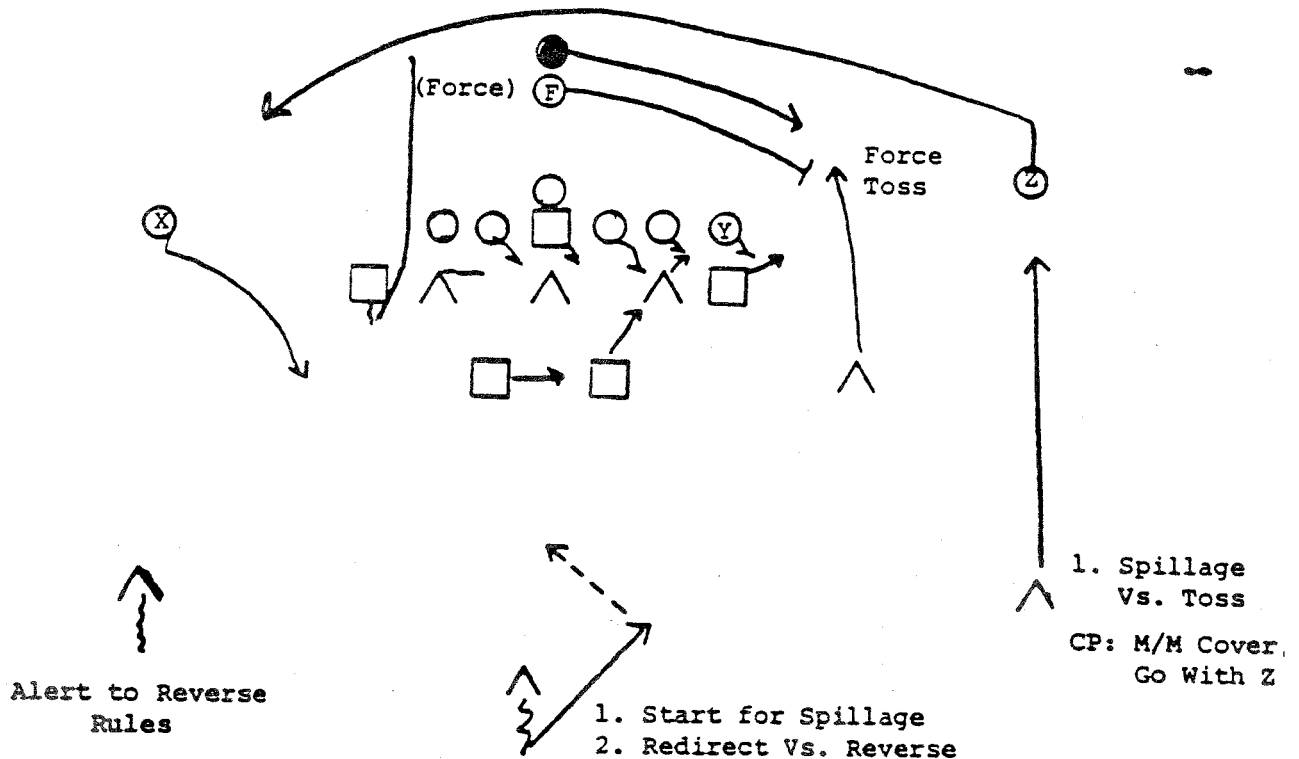
Frontside Backer, Safety, and Corner - Play true force, cutback and spillage responsibilities vs. the basic wide play. Always assume it is a fake, never hear "reverse"; you must always see it.

Defensive Line, Sam, and Will - Read your key and play your read. Play the responsibilities of the basic wide play. Primary reverse responsibility belongs to backside Backer, Corner, and Safety - You have pursuit vs. Reverse.
CP: Must see reverse (not hear "reverse") before reacting to it.

Backside Backer, Safety, and Corner - As the primary players responsible for reverse, you must stay alert for reverse keys. You cannot be late in reacting to true reverse. Therefore, you must react to signs of reverse, hold your pursuit and be ready to play reverse.

CP: Always assume it is reverse. Check it, then resume pursuit to playside.

CP: Basic Rule - Frontside defenders play your responsibility vs. Base play - You are pursuit vs. reverse. Players with primary reverse responsibility, hold pursuit and check reverse.



SCRAMBLES

1. Outside Rusher to Scramble Side

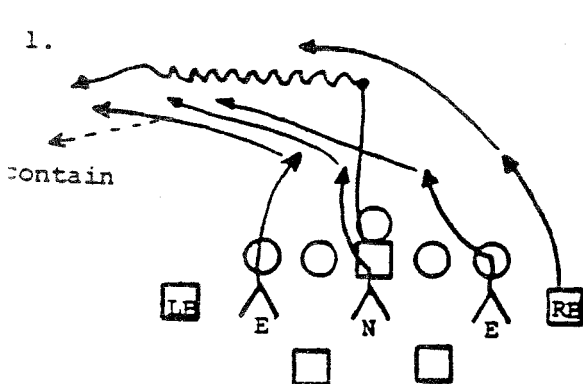
- A. Scramble - Sprint to put yourself in a position to contain or tackle the QB (as deep as the QB and 1 yard outside the QB).
- B. Middle Scramble - Retrace your steps, squeeze to QB keeping outside leverage.

2. Inside Rushers

- A. Scramble - Sprint to put yourself in position to mirror the QB - Keep inside/out leverage on QB and be underneath QB.
- B. Middle Scramble - Retrace your steps, squeeze to QB keeping outside leverage.

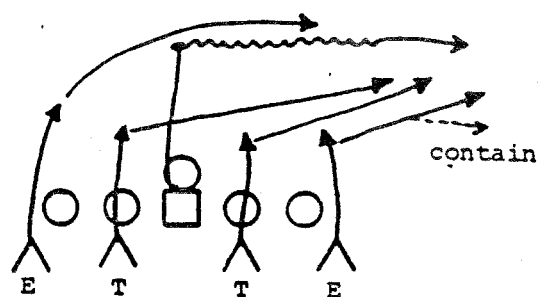
3. Outside Rusher Away From Scramble Side

- A. Scramble - Position yourself 1 yard deeper than the QB, then converge to the QB. Do not let QB double back or reverse his field.
- B. Middle Scramble - Retrace your steps, squeeze to QB keeping outside leverage.

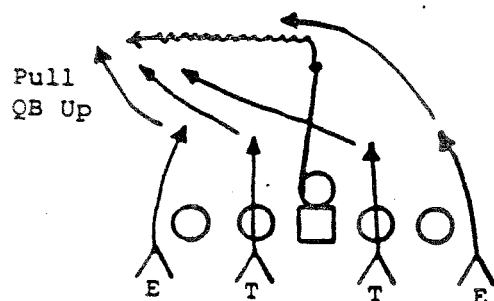


SCRAMBLE

2.

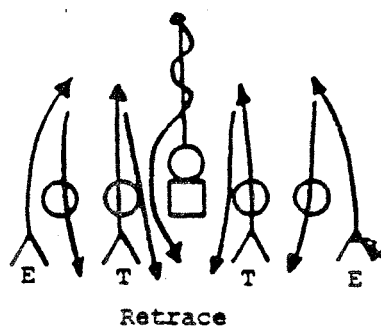


3. Prevent Scramble



4.

Middle Scramble



QB SCRAMBLE

Scramble To

Flat Defender

1. Look for receiver in flat
2. Cover receiver if he turns up (2nd man thru)
3. Get depth and look for crossers from inside.
4. Do not come up until QB crosses LOS.

Slot-Hook Defender

1. Slide toward scramble side & look for receivers in your zone.
2. If no one shows, look behind you for crossers.
3. Carry receiver to flat unless you can give him up to flat defender.
4. Carry receiver through your zone to 15 yds, then give him up.
5. Do not come up until QB crosses LOS.

Deep Defenders

1. Mid-point your zone and cover deep receivers. Hard read QB.
2. Alert for crossers from back side.
3. Do not underestimate QB's arm.

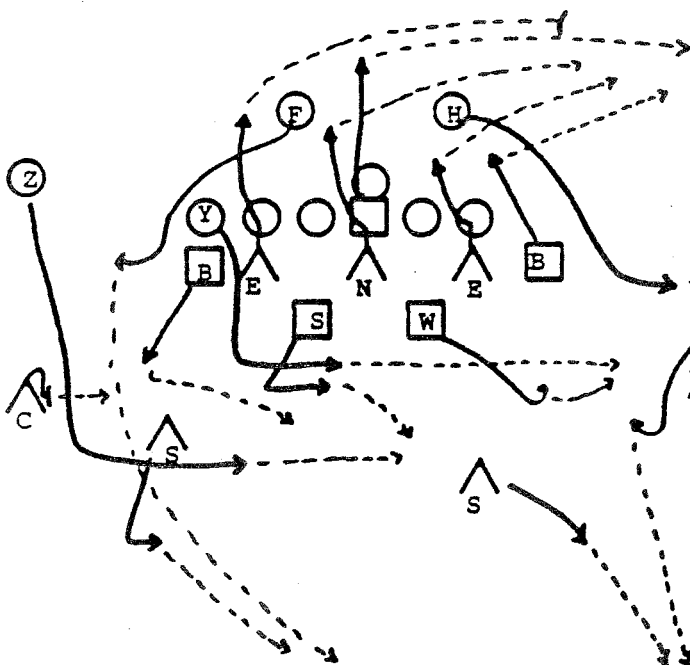
Scramble Away

1. Get depth and squeeze toward QB keeping all receivers inside of
2. Look for receiver coming against the grain & don't overrun him.

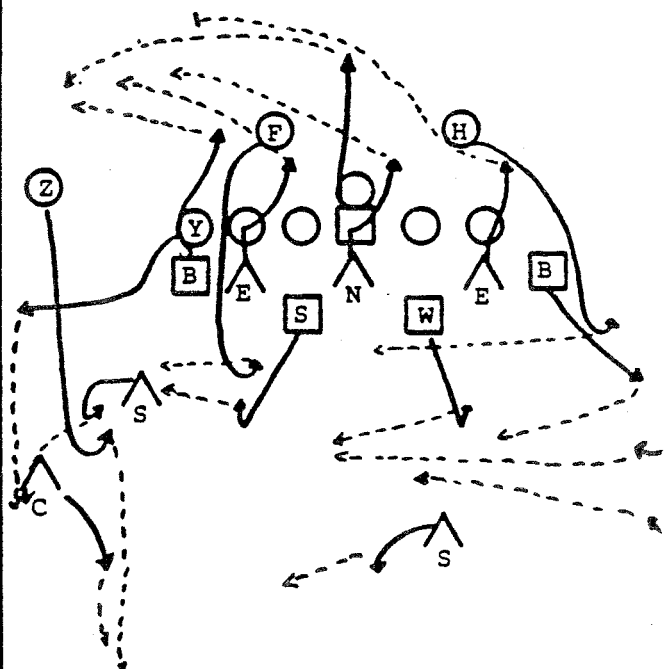
1. Slide toward scramble side and look for crossers behind you.
2. Carry and cover receivers in you zone but don't chase them across the field or deeper than 15 yds.

1. Squeeze toward QB, keeping all receivers inside you.
2. Look for receiver coming against the grain and pick him up.
3. Hard read QB.

Cover #2



Cover #3



TURMOIL

1. Outside Rusher to Turmoil Side

When you recognize turmoil block by OT, work outside away from OT. Be alert for TE or back positioned outside OT. Work through TE or back maintaining outside leverage on QB.

2. Inside Rusher to Turmoil Side

Position yourself slightly outside QB or even with QB depending on the responsibility of the outside rush away from the turmoil side.

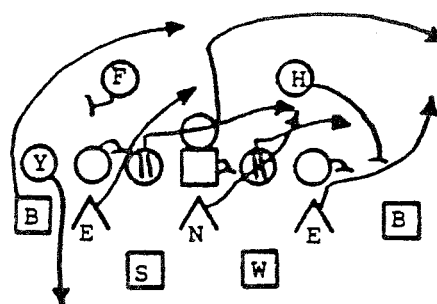
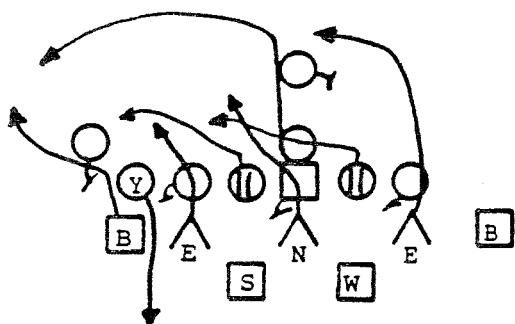
3. Inside Rusher Away from Turmoil Side

Position yourself slightly outside QB and 1 yard underneath QB.

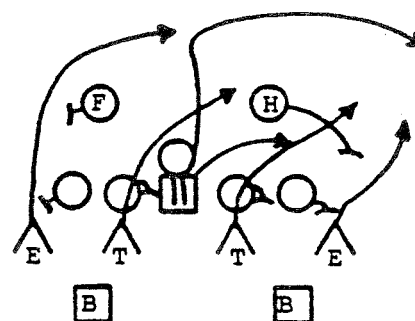
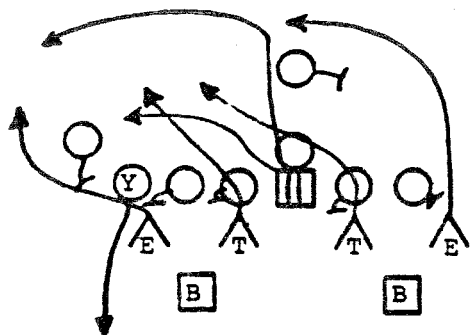
4. Outside Rusher Away from Turmoil Side

Position yourself 1 yard deeper than QB, then converge to QB.

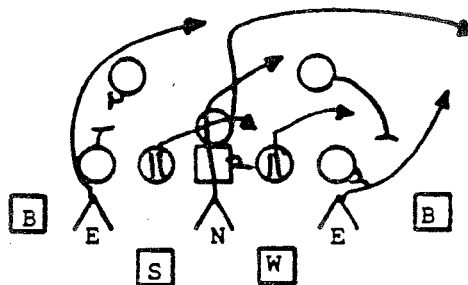
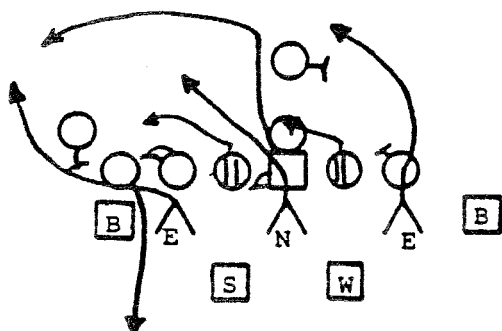
STACK

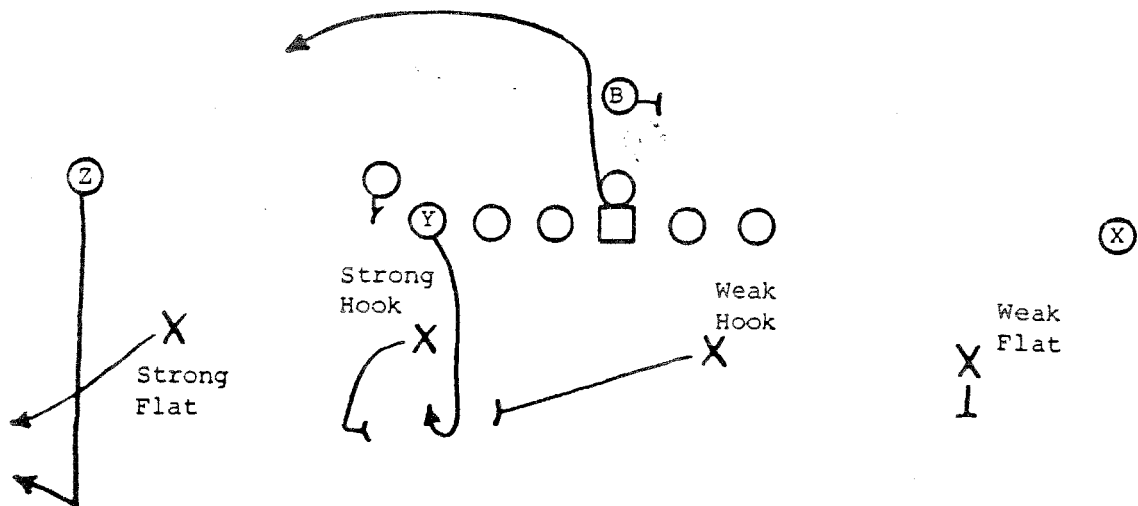


EVEN



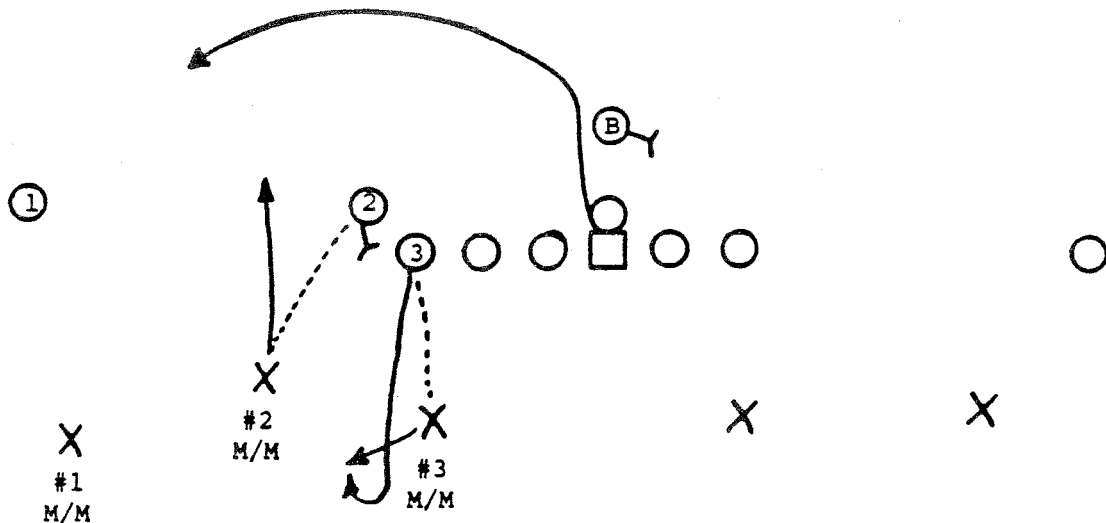
3 MAN RUSH





- Strong Flat Defender - Cover the out
- Strong Hook - Bracket #2/#3. If QB is alone and outside of contain rusher, strong hook defender can come out of coverage to force play.
- Weak Hook - Work to turmoil side. Bracket #2. Cover X on Smash.
- Weak Flat - Check for throwback screen.
- Strong Deep Defender - Cover deep zone and extend with QB movement. Alert #1 deep.
- Middle of Field Safety - Do not overrun Post Route.

Turmoil Vs. Man Coverage



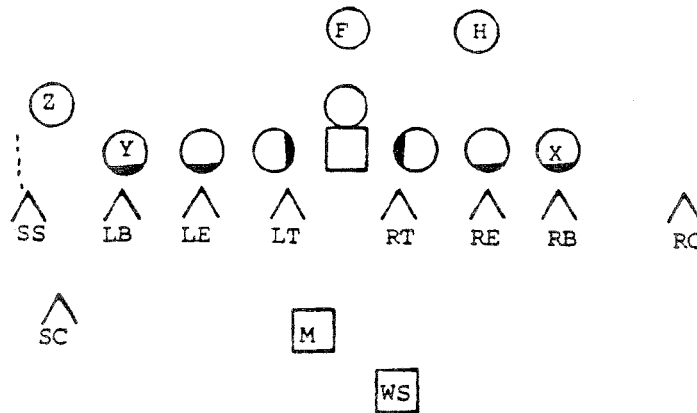
In man coverage, the defensive player whose man blocks will rush to contain the QB.

GOAL LINE TERMINOLOGY

GOAL LINE TERMS

1. "Banjo" - Coverage technique on dropback pass with Mike and SS (or WC) playing man/man on two receivers based on their release.
2. "Comet" - Man/Man coverage with a flow rule for defensive backs vs. a stationary close wing.
3. "Load" - Strong and Weak Safety playing man/man on a tight end and back based on their release.
4. - Call alerting defensive line to an open formation. Use 3 point stance.
5. "Man" - Man/Man coverage with a flow rule for defensive backs.
6. "Oscar" - Goal line defense with linemen charging out and Mike and Weak Safety hitting on respective sides. Coverage used with Oscar charge by Linemen (outside LB'ers, Corners, and SS in coverage).
7. "Wilson" - Weak Corner and Weak Safety playing man/man on a tight end and back based on their release.
8. "Tight" - Goal line defense with everyone rushing.
9. "Snatch" - A call telling the Corner to rush and the OLB to cover the tight end man/man.
10. "Wide" - A call telling the DT & DE to 2 Gap the outside half of the OG & OT.
11. "Pinch" - A call telling the D.T.'s to stunt the A Gap, working through the near leg of the Center.
12. "Slam" - A call telling the D.T. & D.E. to stunt into the A & B Gap.
13. "Roger & Louie" - A call stunting all defensive linemen to their right or left. OLB to called side will stunt outside & OLB away from call side will play base.
14. "Key" - A call telling SS and WC to rush outside and use key blitz technique on 1st back.

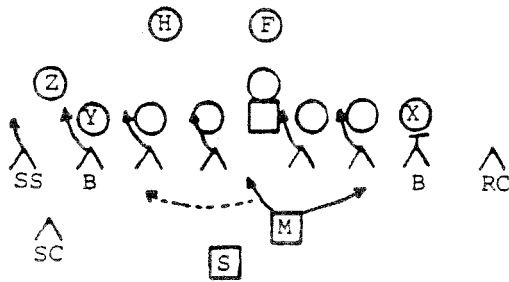
GOAL LINE BASE MAN



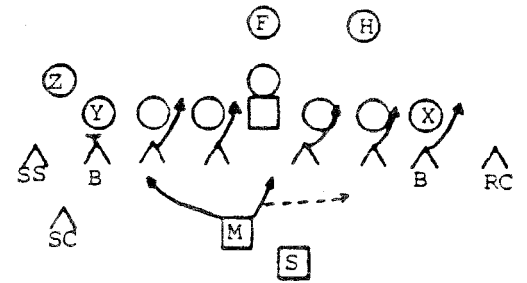
POSITION	ALIGNMENT	KEY	RUN RESPONSIBILITY
<u>ENDS</u>	4 Alignment	Ball & Tackle	1. Aggressive charge, knock Tackle back 2. Penetrate 3. 2 Gap responsibility
<u>TACKLES</u>	1 Alignment Ins. 1 - Sneak Alignment	Ball, Guard, & Tackle	1. Aggressive charge, low & hard 2. Penetrate 3. Responsible for area between off guards 4. Alert for center on reach
<u>OUTSIDE LINEBACKERS</u>	6 Alignment 3 or 4 pt. stance	Ball, Tight End	1. Aggressive charge, knock TE back - Penetrate CP - Vs. open side, be force man 2. Contain vs. pass CP - 9 Alignment vs. good pass receiver at TE
<u>MIDDLE LINEBACKER</u>	by formation 4½-5 yds. deep	By formation (backs)	1. Fill B Gap aggressively 1st, then inside/out on ball 2. Poss. "Roger/Louie", "Wide", "Slam", "Pinch" calls
<u>STRONG CORNER</u>	Outside shade on wing 3 yds. deep Vs. #1 wide - Bump Tech.	Wing	1. Man/Man on Z - Cover all motion/fly CP: Go in front of 2. Vs. Wing base block on SS, play cutback LB'ers 3. Vs. Wing down block, support outside as quickly as possible
<u>WEAK CORNER</u>	½ yd. off LOS 2 Yds. outside tight #1	Thru #1 to Backs CP - #1 Vs. #1 Wide	1. Flow to - automatic "Wilson" (cover 1st back) Use force or bounce technique, depending on blocking scheme 2. Flow away - 1 step back, check reverse/boot
<u>STRONG SAFETY</u>	Vs. #1 tight - outside of #1 Vs. #1 wide - ½ yd. off LOS 2 yds. outside tight #1	Thru #2 to Backs	1. Flow to - automatic "Load" (cover 1st back) 2. Vs. Z down block, use bounce technique Vs. Z base block, be force man (don't get hooked) 3. Flow away - 1 step back, check reverse/boot
<u>WEAK SAFETY</u>	5-5½ yds. off LOS A Gap or by formation	Thru Guard to Backs	1. Automatic "Load/Wilson" on flow 2. Vs. back motion/fly, move to TE (X or Y) & be force man 3. Fill inside/out on runs (alert bounce)

GOAL LINE VARIATIONS

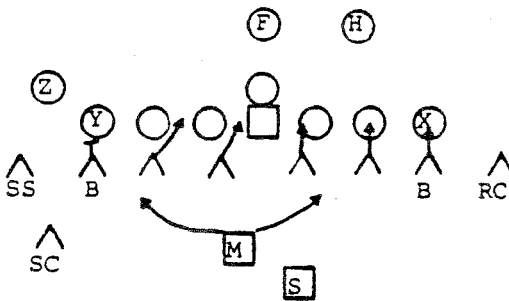
1. LOUIE



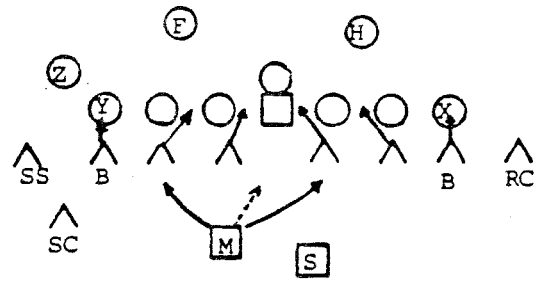
2. ROGER



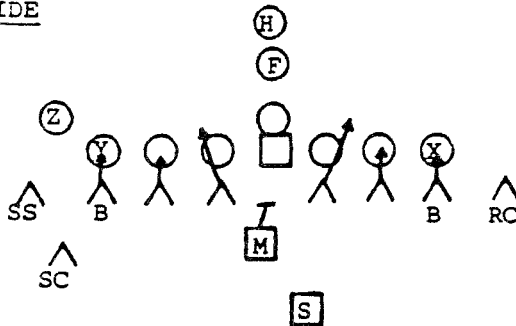
3. SLAM (Left)



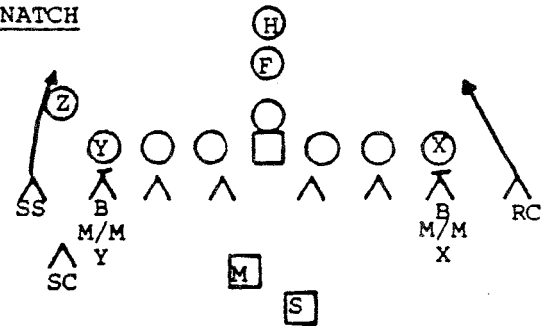
4. PINCH



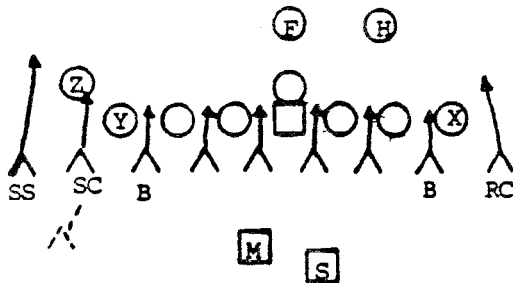
5. WIDE



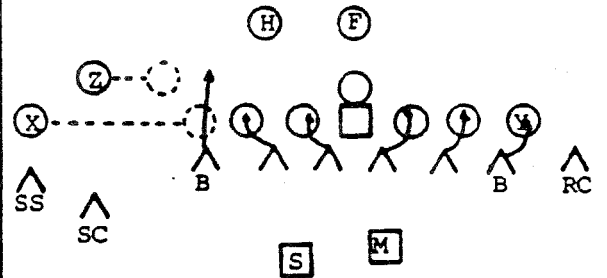
6. SNATCH



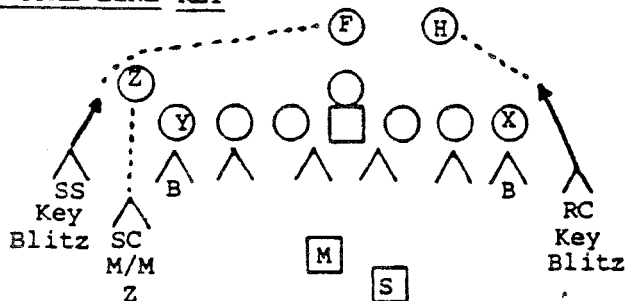
7. GOAL LINE TIGHT

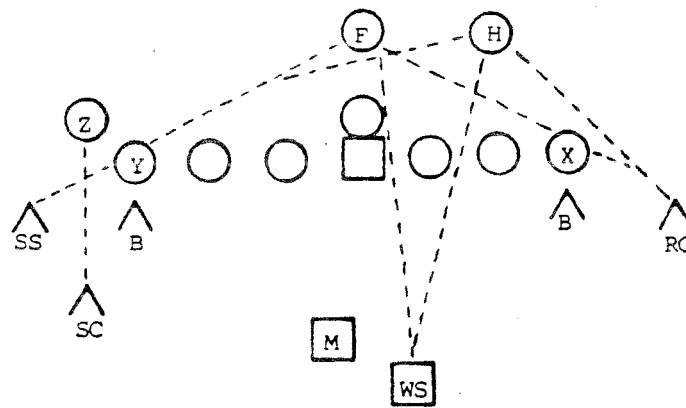


8. GL TIGHT Vs. Pro, Slot, Flex - Check BAS



9. GOAL LINE KEY

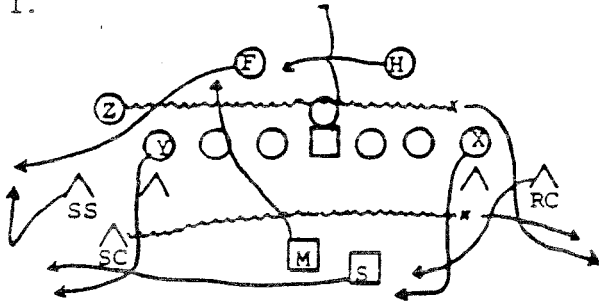




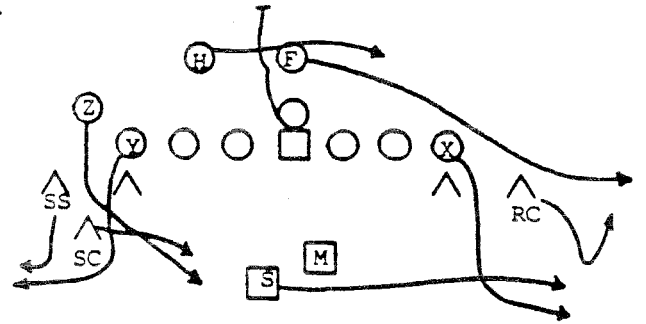
POSITION	PASS RESPONSIBILITY
<u>OUTSIDE LINEBACKERS</u>	<ol style="list-style-type: none"> 1. Contain rusher on all passes CP - "Snatch" - cover TE man/man all over
<u>MIKE</u>	<ol style="list-style-type: none"> 1. Dropback pass - "Banjo" with SS, WC Vs. Split Backs on FB/TE - Cover Back behind QB, or remaining Back in 1 Back Set 2. Flow strong or weak (Play Action) - run thru
<u>STRONG CORNER</u>	<ol style="list-style-type: none"> 1. Man/Man on Z on all passes - CP - Do not pick WS on inside routes 2. Cover all motion/fly by Z "Comet" - (called Vs. a 2 Back Set and stationary close wing only) Key - thru #1 to Backs (must see flow) Vs. Flow to, cover outside receiver of Y & Z (#1 & #2)
<u>STRONG SAFETY</u>	<ol style="list-style-type: none"> 1. Split, Wing, I - Man/Man on TE (Y) Strong - "Load" with WS CP - Any motion past you by back, widen and cover back man/man CP - Vs. #2 wide, cover #1 or #2 on LOS using "bump" tech. (alert picks) 2. Dropback pass - "Banjo" with Mike Vs. split backs on FB/TE 3. Flow to - "Load" with WS (cover 1st back, but hold off TE to goal line) 4. Flow away - Cover Y Man/Man
<u>WEAK CORNER</u>	<ol style="list-style-type: none"> 1. Split, Wing, I - "Wilson" with WS Strong - Man/Man on TE (X) CP - Any motion past you by back, widen and cover back man/man CP - Vs. #1 wide, cover #1 man/man using bump tech. 2. Dropback pass - "Banjo" with Mike Vs. split switch backs on FB/TE 3. Flow to - "Wilson" with WS (cover 1st back, but hold off TE to goal line) 4. Flow away - Cover X Man/Man
<u>WEAK SAFETY</u>	<ol style="list-style-type: none"> 1. Wing - "Wilson" with WC Strong - "Load" with SS I, Split - "Load" or "Wilson" by personnel CP - Any back motion past TE, cover TE (X or Y) man/man 2. Dropback pass - "Wilson" or "Load" Vs. 2 Back Set 3. Flow to - Play "Load" or "Wilson" as called 4. Flow away - Play "Wilson" or "Load" on the run (cover TE) "Comet" - (called Vs. a 2 Back Set and stationary close wing only) Vs. Flow strong, cover inside receiver of Y & Z (#1 & #2)

GOAL LINE MAN COVERAGE

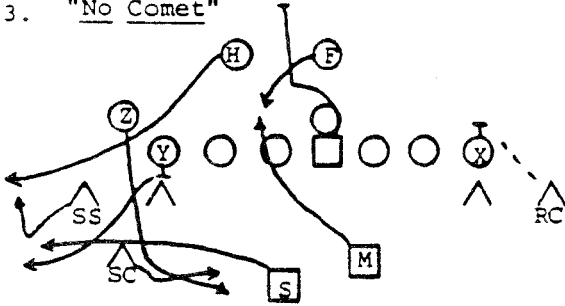
1.



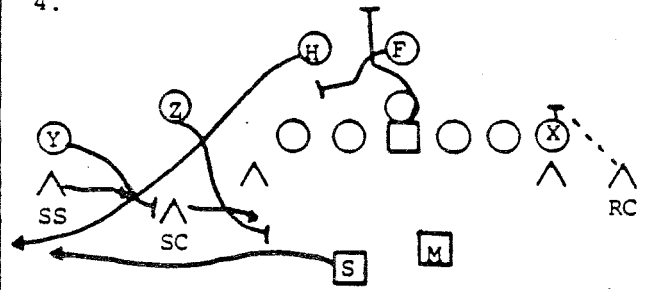
2.



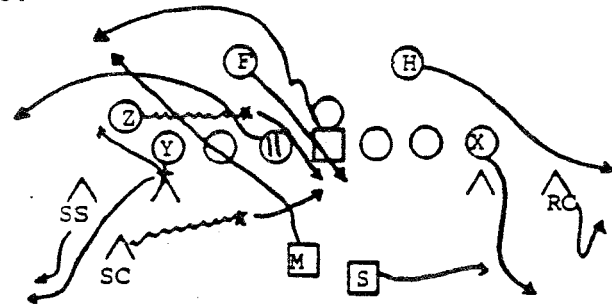
3. "No Comet"



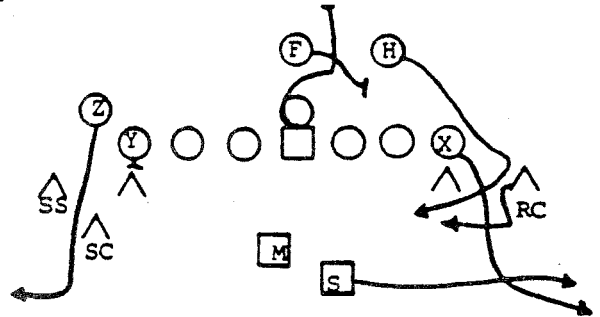
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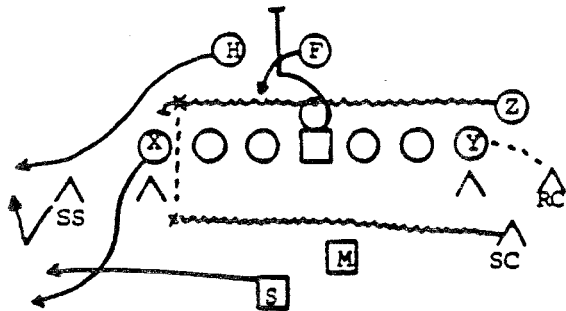
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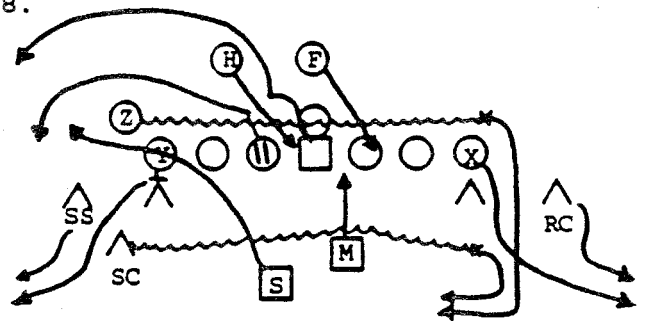
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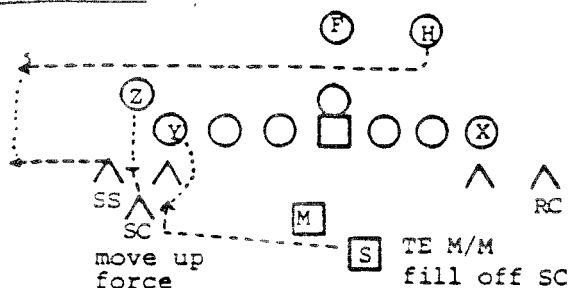


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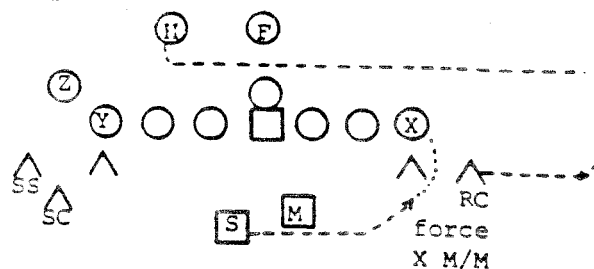


GOAL LINE MAN MOTION/FLY ADJUSTMENTS

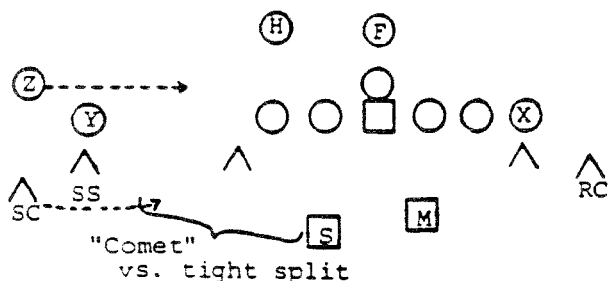
1. H Motion



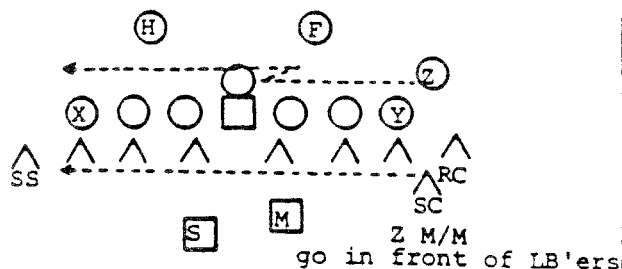
2. H Fly



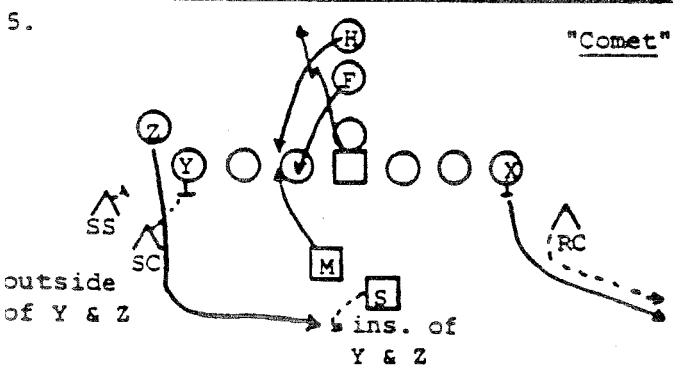
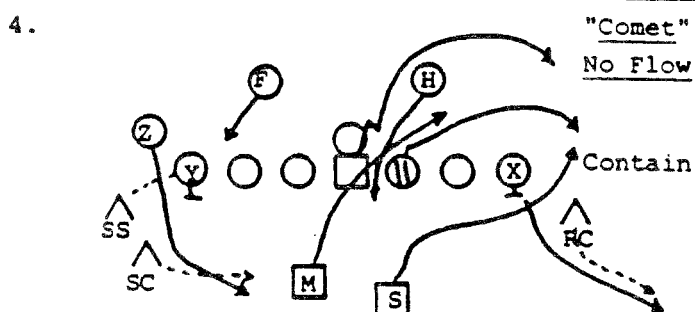
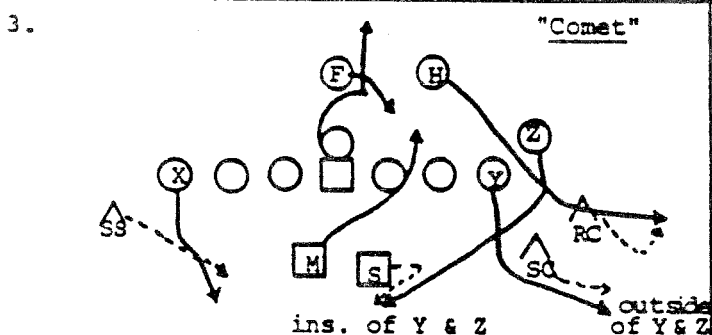
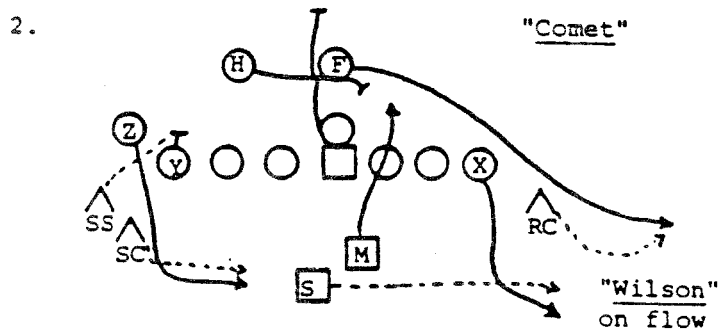
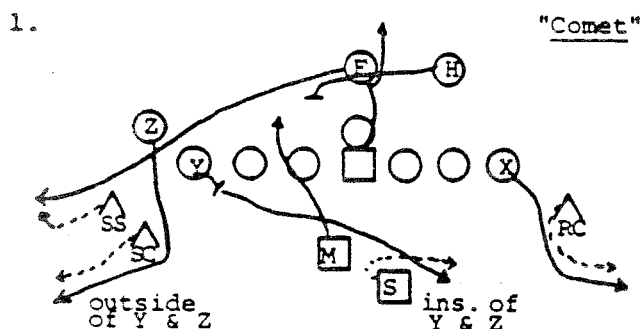
3. Z Half Fly



4. Z Fly

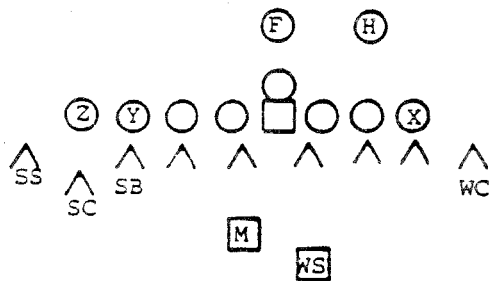


GOAL LINE MAN "COMET" COVERAGE



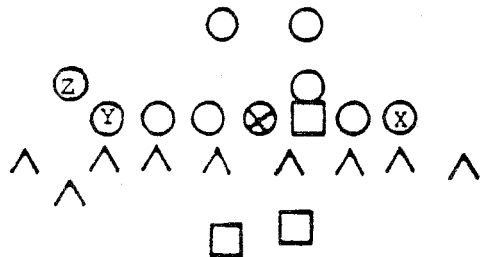
GOAL LINE ADJUSTMENTS

1. Wing on LOS



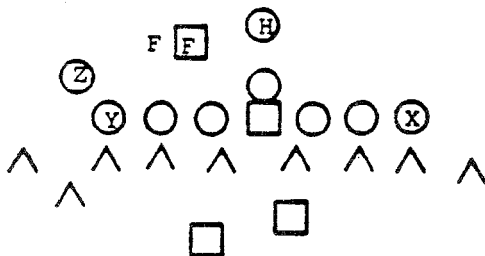
- SB - Be aware of down block by wing
- SS - Get width and come aggressively on snap
vs. flow to - automatic "load" - cover 1st back
vs. flow away - free rush
- WS - Normal pass coverage
(poss. "Comet" - in/out on Z)
TE not eligible, so you may free up
- SC - Normal pass coverage
(poss. "Comet" - in/out on Z)

2. Unbalanced Line



- Line - Call out "Unbalanced" when you recognize guard/tackle over
- Mike - Give "move left/right" call
Treat Guard as Center
Play coverage called (Man, "Comet", "Oscar")

3. Lineman in Backfield

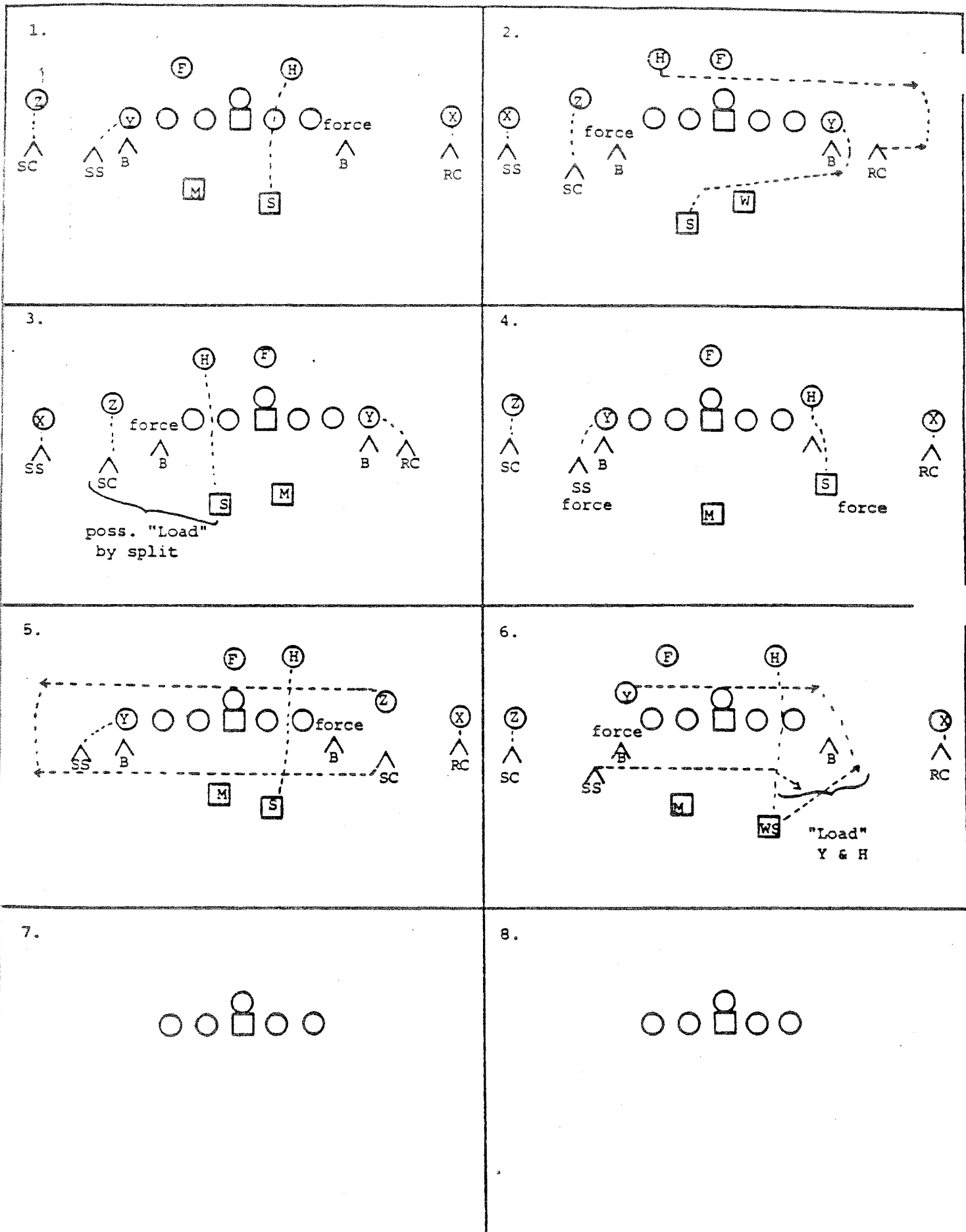


- No change in alignment or coverage.
- Possible Line calls by formation.
- Stay low on big back's side.
- Do not let him push the pile.
- Be aware of big back as lead blocker on Mike/WS.
- Cut big back in hole. Do not take on high.

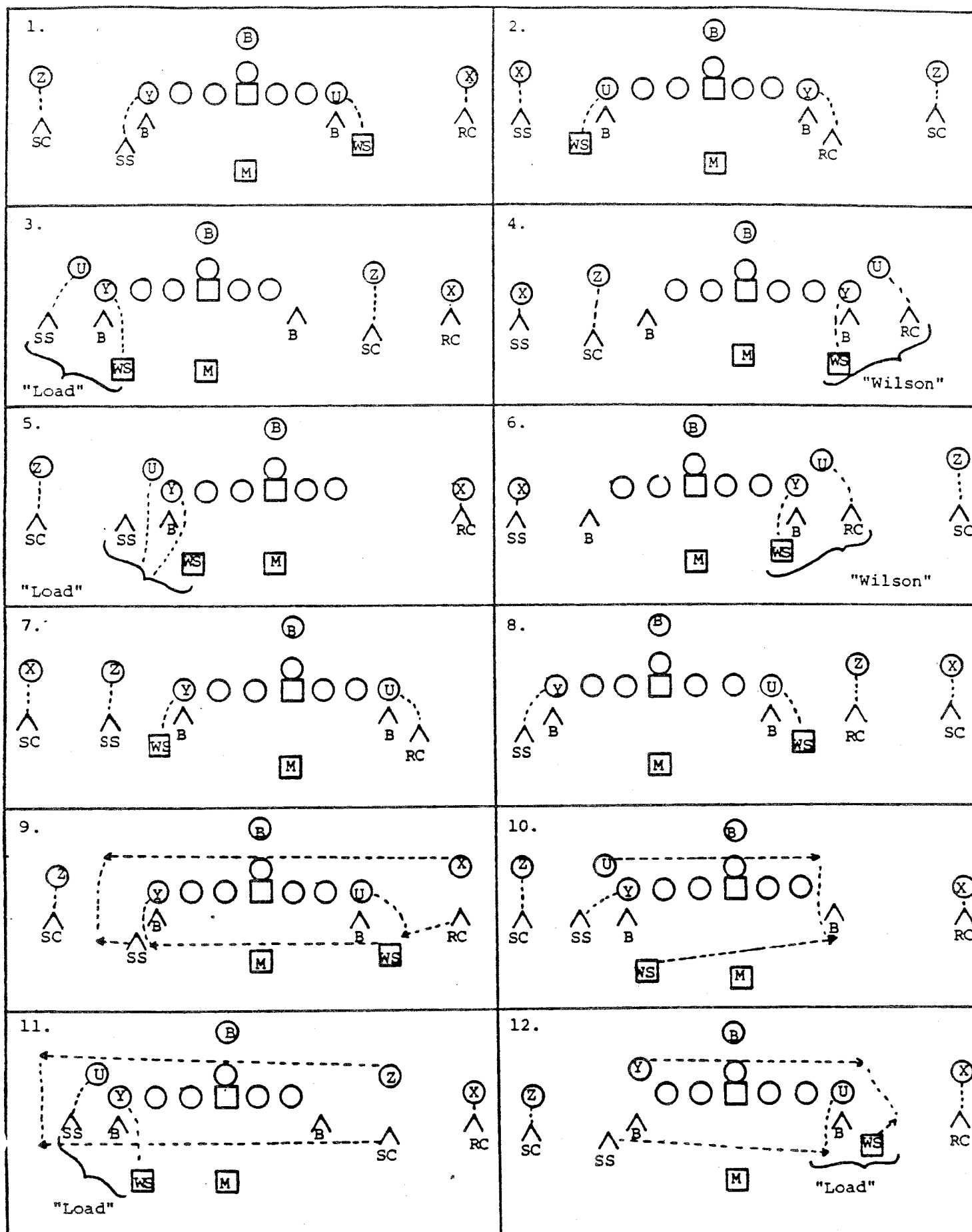
Rules Notes

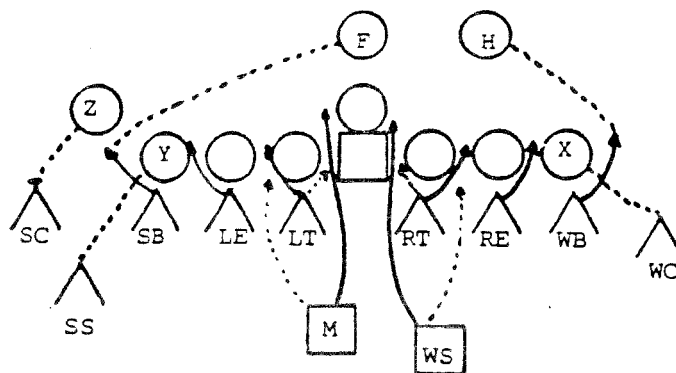
1. Ineligible numbers must report if they are playing eligible positions.
2. If an ineligible number plays an eligible position, he must go out for one play before returning to his normal interior line position.
3. On goal line passes, receivers are usually in 5 yard "jam zone" (crossing patterns)

GOAL LINE MAN ADJUSTMENTS - Regular People



GOAL LINE MAN ADJUSTMENTS - DETROIT



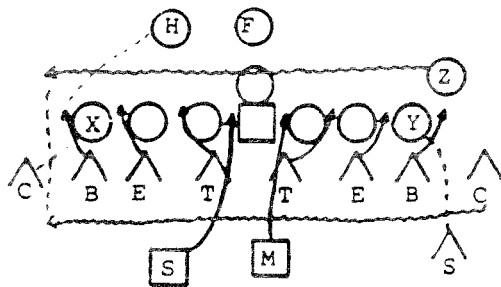


Goal Line Oscar - Goal Line defense with Mike & WS rushing & OLB's involved in coverage.

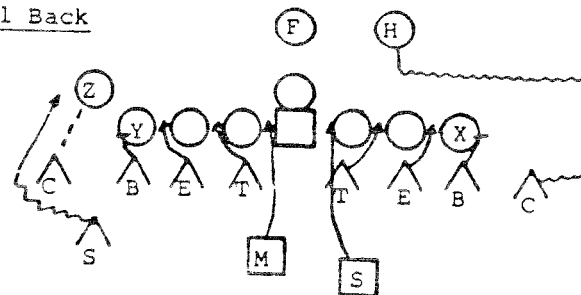
1 Back Rule - OLB's cover TE's. No flow rule.

POSITION	ALIGNMENT	KEY	RESPONSIBILITY
<u>ENDS</u>	4 I Alignment	Ball, Tackle	1. Aggressive charge to C Gap 2. Do not get cut off by Tackle 3. Contain Rusher Vs. Pass
<u>TACKLES</u>	1 Alignment	Ball, Guard	1. Aggressive charge to B Gap 2. Do not get cut off by Guard CP - "Baker" - aggressive charge to A Gap
<u>OUTSIDE LB'ers</u>	6 Alignment 3 Point Stance	Ball	1. Dart Technique 2. Get penetration 3. Cover 1st Back Man/Man CP - <u>1 Back</u> , cover TE Man/Man
<u>MIDDLE LB'er (MIKE)</u>	4½-5 yds. deep Head Up Str. Guard	Ball	1. Hit A Gap aggressively on snap 2. Any pass - be inside rusher CP - Alert flow for direct or slow read CP - "Baker" - hit B Gap aggressively on snap
<u>STRONG CORNER</u>	On LOS - Outside Shade on Z	Z	1. M/M on Z (take all Z motion or fly) 2. Z base blocks or blocks down, be force
<u>WEAK CORNER</u>	½ yd. Off LOS 2 yds. outside X	X	1. M/M on X 2. X blocks, play cutback (Backer force)
<u>STRONG SAFETY</u>	3 yds. Off LOS Outside Shade on Z	Z and Y	1. M/M on Y 2. Z blocks down or base blocks, be cutback CP - <u>1 Back</u> , cover 1st back out your side M/M - no back, rush outside
<u>WEAK SAFETY</u>	5-5½ yds. off LOS Head Up Guard	Ball	1. Hit A Gap aggressively on snap 2. Any pass - be inside rusher CP - Alert flow for direct or slow read CP - "Baker" - hit B Gap aggressively on snap

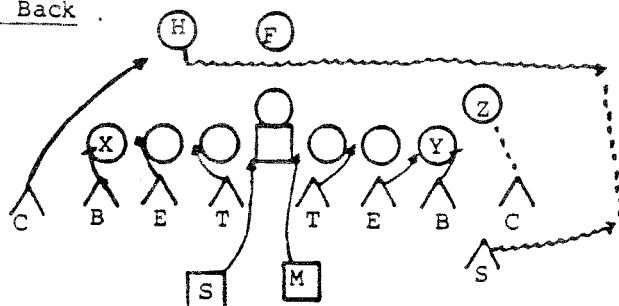
1.



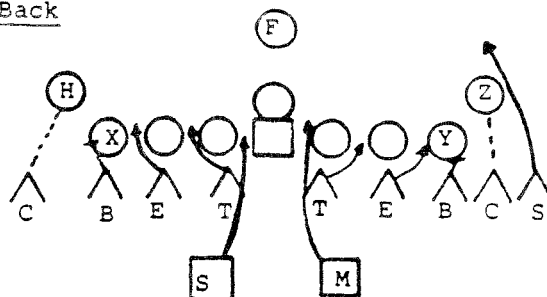
2. 1 Back



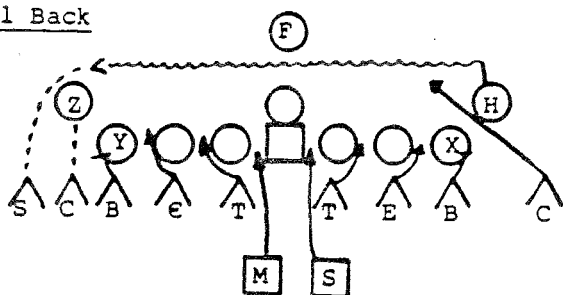
3. 1 Back



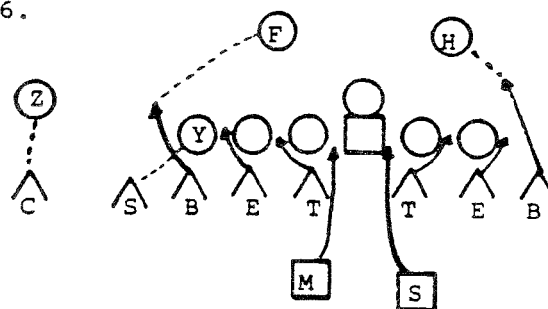
4. 1 Back



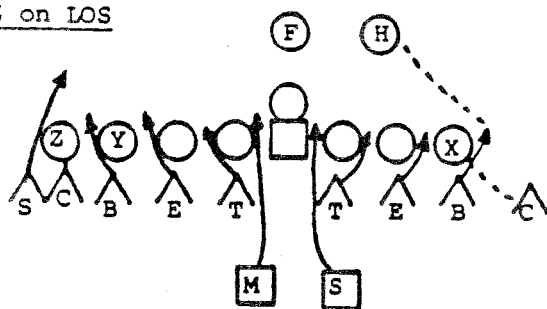
5. 1 Back



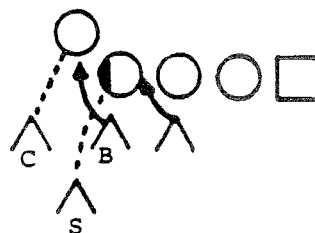
6.



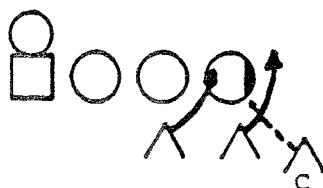
7. Z on LOS



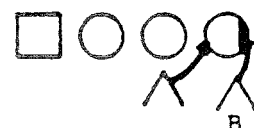
8. Wingside Charge



9. Weakside Charge

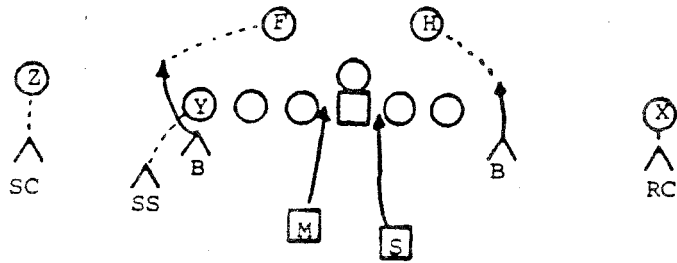


10. 1 Back Charge

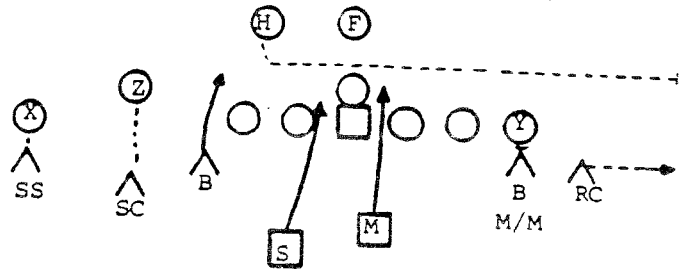


GOAL LINE OSCAR ADJUSTMENTS - Regular People

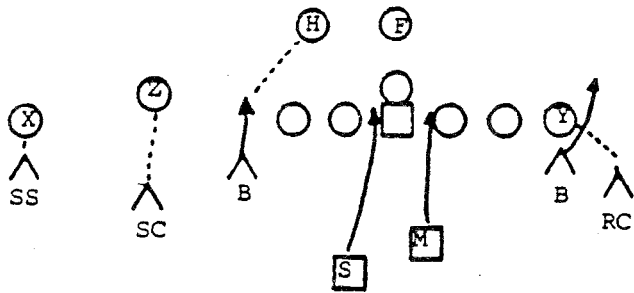
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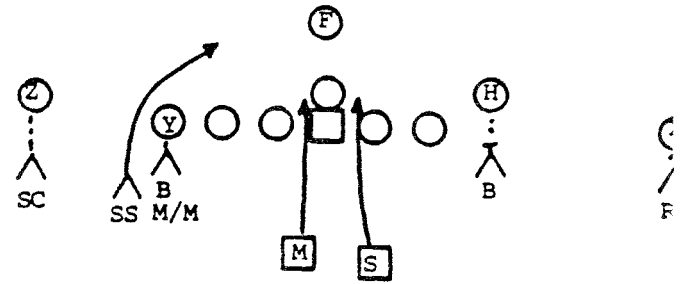
2. "One Back"



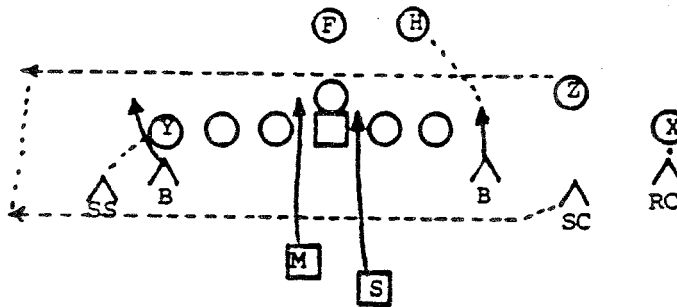
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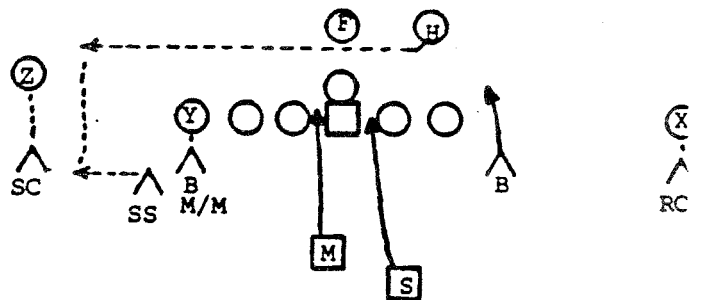
4. "One Back"

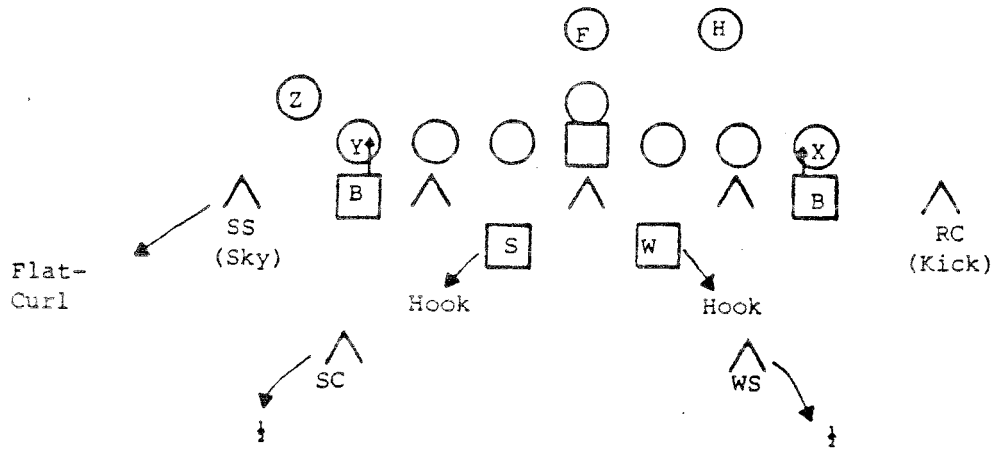


5.



6. "One Back"



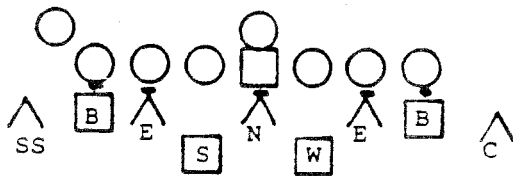


POSITION	ALIGNMENT	KEY	RESPONSIBILITY
<u>ENDS, NOSE</u>	Same As Stack	→	→
<u>INSIDE LINEBACKERS</u>	Same As Stack	→	→
<u>OUTSIDE LINEBACKERS</u>	6 Alignment	Tight End, Tackle, Near Back CP - See Close Wing	1. 6 Technique SB - See the close wing - Do not get knocked off LOS 2. Cutback Vs. Run 3. Contain Rush Vs. Pass
<u>STRONG SAFETY</u> (strongside)	Vs. #1 tight - outside of #1 Vs. #1 wide - normal 2 alignment (Cloud)	Thru #1 & #2 to Backs	1. Vs. Z Down Block - use bounce technique Vs. Z Base Block - be force man (don't get hooked) 2. Flow away - 1 step back, check reverse/boot CP - No move vs. Z fly (play WC responsibility) CP - Vs. #1 wide, play 2 Cloud 3. Cover flat-curl - Alert 2nd man thru CP - Poss. "Solid" call vs. wing (play cutback)
<u>STRONG CORNER</u> (strongside)	Vs. #1 tight - on #1 7-10 yds. deep Vs. #1 wide - normal 2 alignment	#1 & #2	1. Vs. #1 & #2 block, fill on the ball Vs. Z Down block, fill outside (alert bounce) CP - Vs. #1 wide, play 2 Cloud 2. Cover ½ field CP - Poss. "Solid" call (force on flow to)
<u>WEAK SAFETY</u> (weakside)	On Weak Tackle	Thru uncovered linemen to Backs	1. Same as Cover 2 in field (#1 tight - kick) 2. Cover ½ field
<u>RIGHT CORNER</u> (weakside)	½ yd. off LOS 2 yds. outside tight #1	Thru #1 to Backs	1. Vs. flow and #1 block, be force man (kick) 2. Flow away - 1 step back, check reverse/boot CP - No move vs. Z fly (play SS responsibility) 3. Cover flat/curl CP - Alert flow (2 level cross)

SHORT YARDAGE FRONTS & STUNTS

1.

BASE

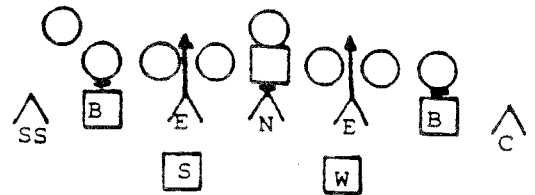


OLB's - 6 Tech
Ends - 4 Tech
Nose - 0 Tech

Strongside - Sky
Weakside - Cloud

2.

DIAMOND



OLB's - 6 Tech

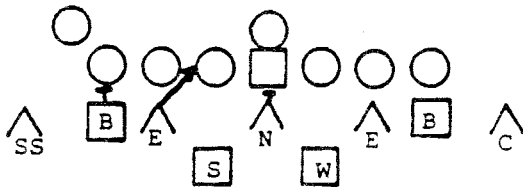
Ends - Penetrate B Gap on Snap

ILB's - Rip Reads

Nose - 0 Tech

3.

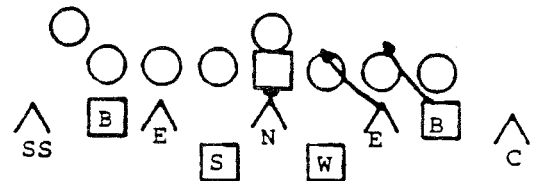
RIP



Ends - Rip Tech
ILB - Rip Reads

4.

SLAM



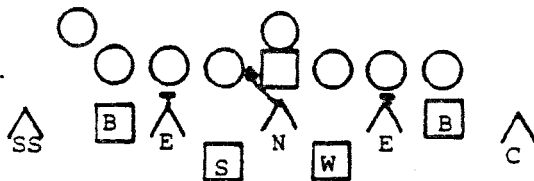
OLB - Slam Tech

End - Slam Tech

ILB - Slam Reads

5.

LUCKY



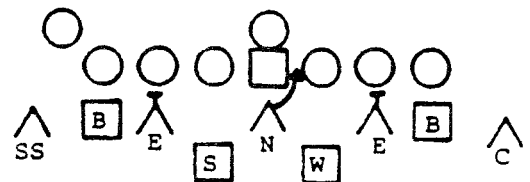
Nose - Lucky Tech

Sam - Flow to: Fast or Direct Flow Away: Fast

Will - Flow to: Fast or Direct Flow Away: Slow

6.

RINGO



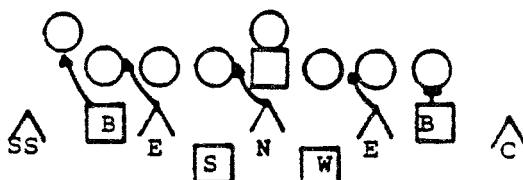
Nose - Ringo Tech

Sam - Flow to: Fast or Direct Flow Away: Fast

Will - Flow to: Fast or Direct Flow Away: Fast

7.

LOUIE



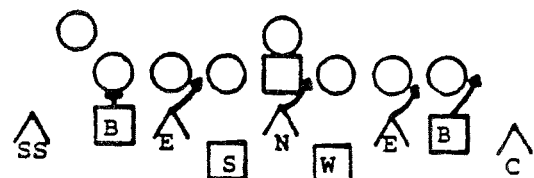
LOLB - Stunt to head up position on wing.
Read Wing.

Ends, Nose - Louie Tech

ROLB - Base ILB's - Louie Reads

8.

ROGER



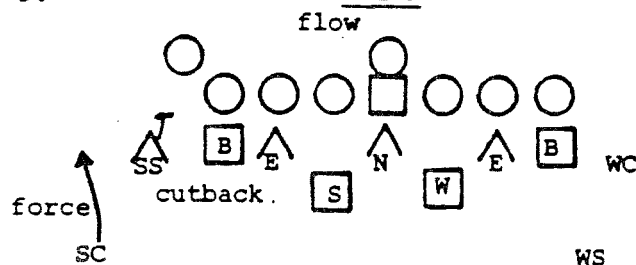
ROLB - Stunt to D Gap. Play 9 Tech on TE

Ends, Nose - Roger Tech

LOLB - Base ILB's - Roger Reads

9.

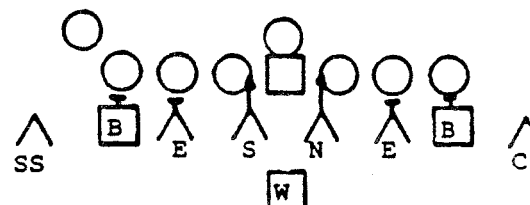
SOLID



SS - Play cutback vs. wing base or block down
SC - Be force vs. #1 & #2 block & flow

10.

SAM DOWN

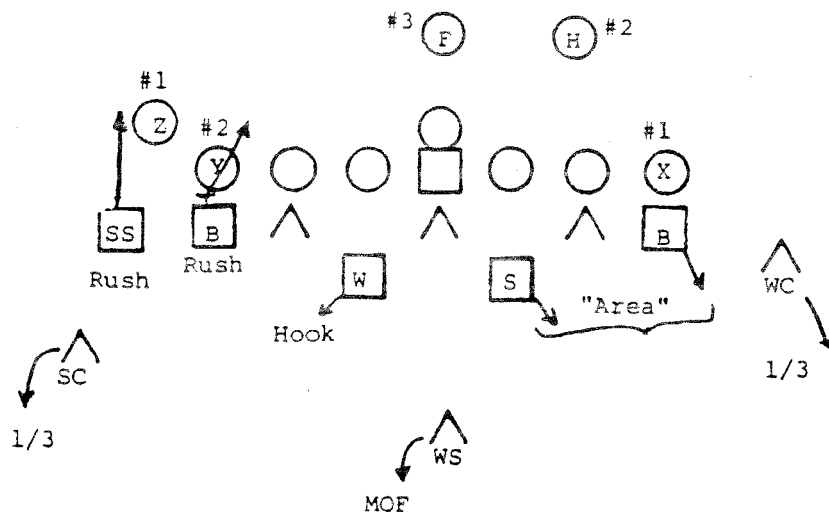


OLB's - 6 Tech

Ends - 4 Tech

Sam and Nose - Goal Line (1) Tech

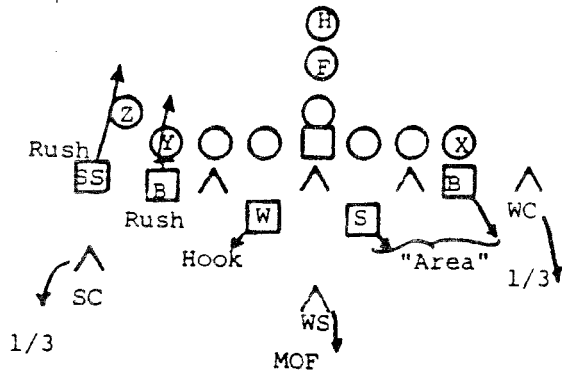
Will - Goal Line Reads



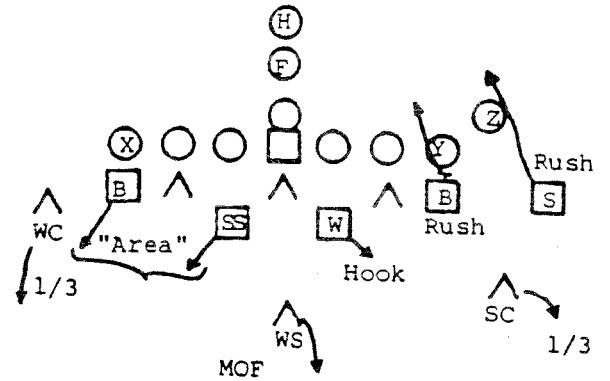
POSITION	ALIGNMENT	KEY	RESPONSIBILITY
<u>STRONG</u> <u>OUTSIDE</u> <u>BACKER</u>	6 Alignment	Tight End, Tackle, Near Back CP - See Close Wing	1. 6 Technique - CP - See close wing - Do not get knocked off LOS 2. Cutback Vs. Run
<u>WEAK</u> <u>OUTSIDE</u> <u>BACKER</u>	6 Alignment vs. #1 tight	Tight End, Tackle, Near Back	1. 6 Technique vs. #1 tight, 9 Technique Vs. #1 wide 2. Cutback Vs. Run 3. Vs. Pass - "Area" call - Alert flow CP - Def. Lineman - contain rush
<u>WILL</u>	to strong side Head up Guard 3½-4 yds. deep		1. Fast, Slow or Direct Read 2. Vs. COS, move to strong guard 3. Vs. Pass, cover strong hook CP - Extend vs. receivers outside (flow strong)
<u>SAM</u>	to right side vs. str. left, Head up Guard 3½-4 yds. deep		1. Fast, Slow or Direct Read 2. Vs. Pass, "Area" call with ROLB 3. Vs. strong right, play SS responsibility (rush)
<u>STRONG</u> <u>SAFETY</u>	to left side vs. str. left, outside shade on #1 tight	Ball, #1	1. Penetrate thru the wing on snap. Be aggressive. If wing blocks down, use bounce technique. 2. Vs. Pass, contain rusher. CP - Try to knock off 1st back
<u>STRONG</u> <u>CORNER</u>	Same As Stack 3	→	→ CP - Vs. Z down block, fill outside (alert bounce) CP - You may not have a curl-flat defender
<u>WEAK</u> <u>SAFETY</u>	Same As Stack 3	→	→
<u>WEAK</u> <u>CORNER</u>	Same As Stack 3	→	→ CP - You may not have a curl-flat defender

ADJUSTMENTS - (SHORT YARDAGE) STACK 3 CAT

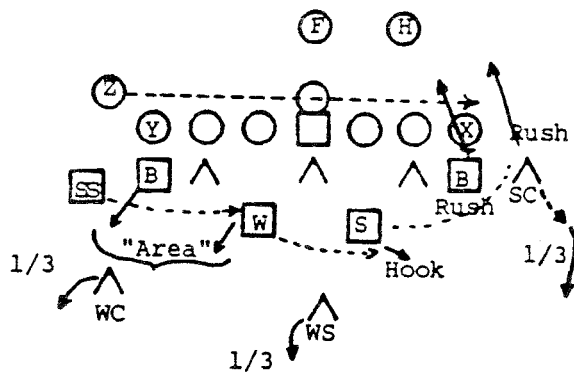
1.



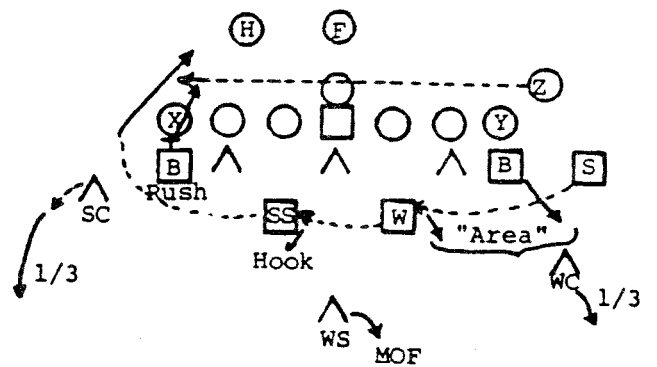
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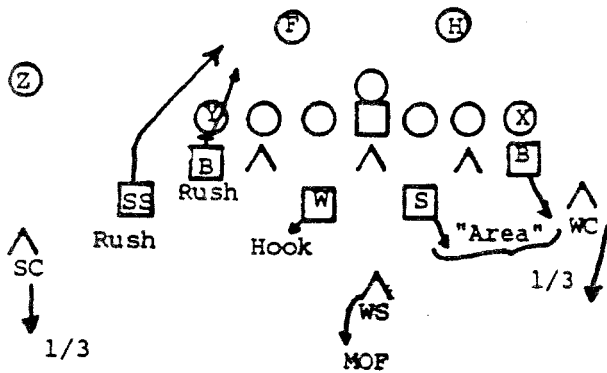
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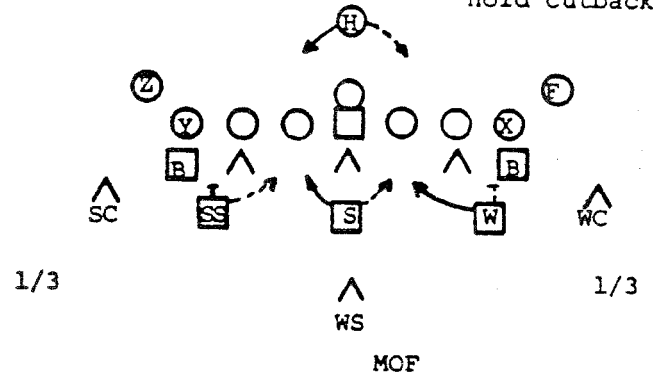
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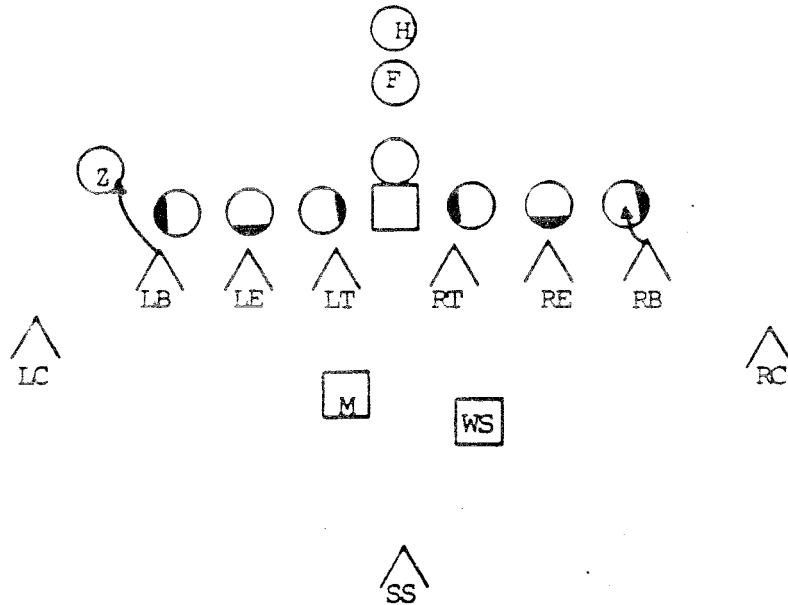
5.



6. Sam - fill B gap to flow side
SS/W - fill on ball to flow side, hold cutback



GOAL LINE COVER #3



POSITION	ALIGNMENT	KEY	RESPONSIBILITY
<u>ENDS</u>	SAME AS GOAL LINE	→	
<u>TACKLES</u>	SAME AS GOAL LINE	→	
<u>STRONGSIDE</u> <u>OUTSIDE</u> <u>LINEBACKER</u>	9 Alignment	Wing (Z)	<ol style="list-style-type: none"> 1. Charge through inside shoulder of wing 2. Get penetration and make ball run inside you, or force it deep (bounce). 3. Be outside rusher vs. pass
<u>WEAKSIDE</u> <u>OUTSIDE</u> <u>LINEBACKER</u>	9 Alignment	TE	<ol style="list-style-type: none"> 1. Aggressive charge into TE (6 technique) 2. Knock TE back and play cutback 3. Be outside rusher vs. pass
<u>MIDDLE</u> <u>LINEBACKER</u>	SAME AS GOAL LINE	→	<ol style="list-style-type: none"> 1. Same run reads and responsibility as goal line 2. vs. pass, cover strong hook to flat <p>CP: recognize SY passes and play accordingly</p>
<u>WEAK</u> <u>SAFETY</u>	SAME AS GOAL LINE	→	<ol style="list-style-type: none"> 1. Same run reads and responsibility as goal line 2. vs. pass, cover weak hook to flat <p>CP: recognize SY passes and cover accordingly</p>
<u>CORNERS</u>	Approx. 4 X 4 on TE	Through TE/Wing to backs, ball	<ol style="list-style-type: none"> 1. vs. pass, cover deep 1/3 <p>SC: Backer force - if wing bases, fill off OLB if wing blocks down on OLB, replace (force) WC: vs. #1 tight, Cloud force (normal)</p>
<u>STRONG</u> <u>SAFETY</u>	SAME AS COVER #3	→	

SUB DEFENSES

90
VS US IN
SUPER bowl

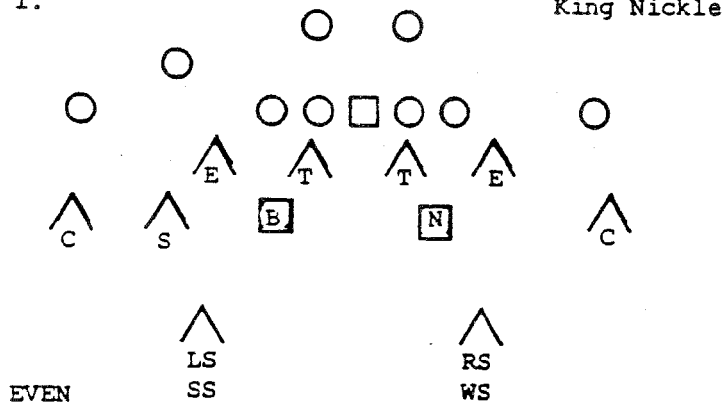
I. FRONT PERSONNEL

- KING - 4 Linemen, 1 Linebacker
 QUEEN - 3 Linemen, 2 Linebackers (1 LB'er Rush)
 JACK - 2 Linemen, 3 Linebackers (2 LB'ers Rush)

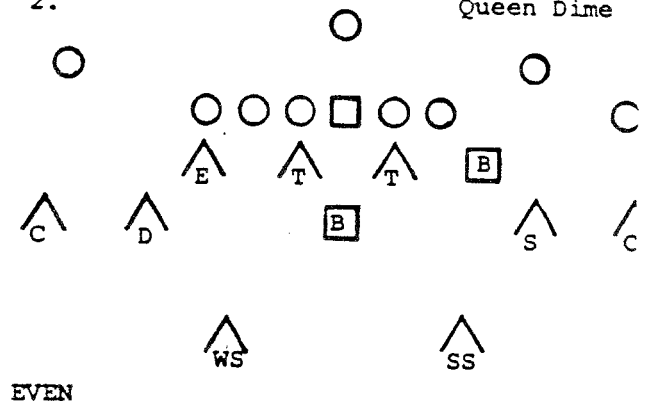
II. DEEP PERSONNEL

- NICKEL - 4 Defensive Backs, Star (5th DB), Nickle (Cover Backer)
 DIME - 4 Defensive Backs, Star, Dime (6th DB - Safety)
 QUARTER - 4 Defensive Backs, Star, Quarter (6th DB - Corner)
 DOLLAR - 4 Defensive Backs, Star, Dime or Quarter, Dollar
 (DB for the LI

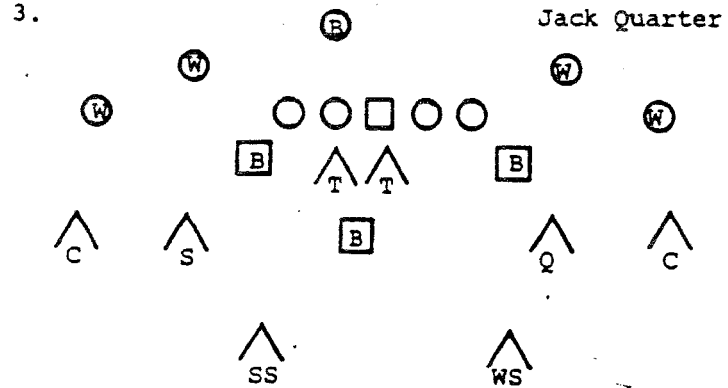
1. King Nickle



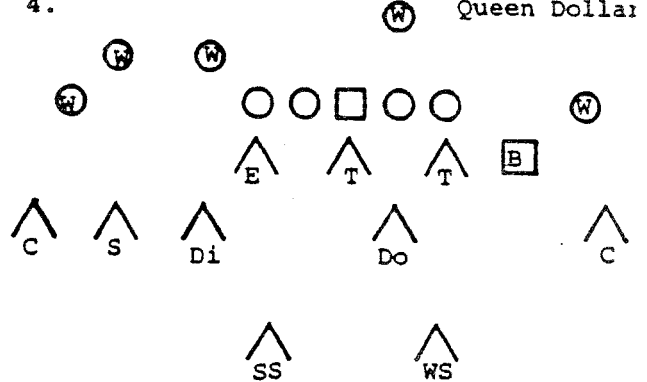
2. Queen Dime



3. Jack Quarter



4. Queen Dollar

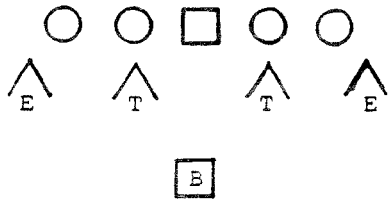


KING

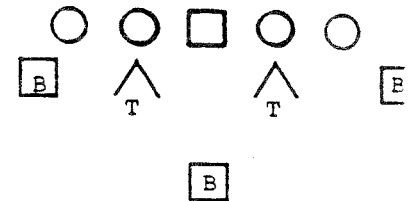
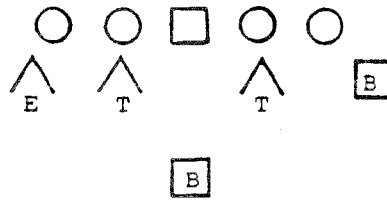
QUEEN

JACK

1.

EVEN

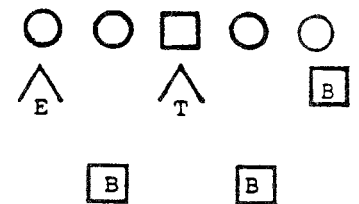
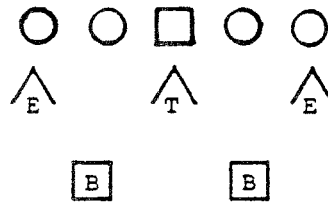
2.



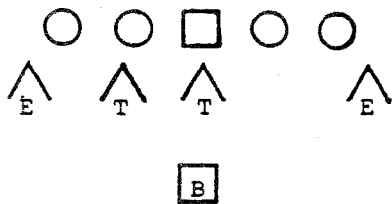
4.

ODD

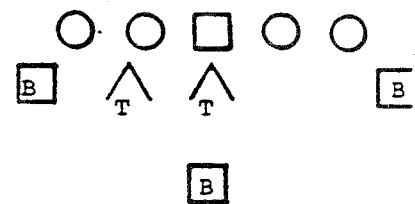
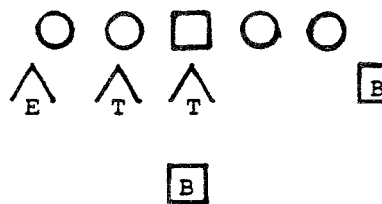
5.



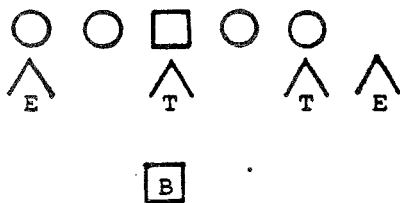
7.

OVER

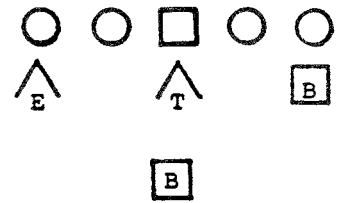
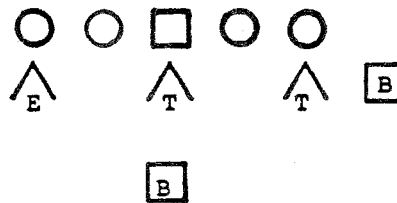
8.



10.

UNDER

11.



13.

DIAMOND

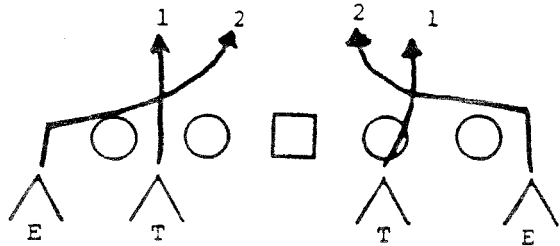
14.



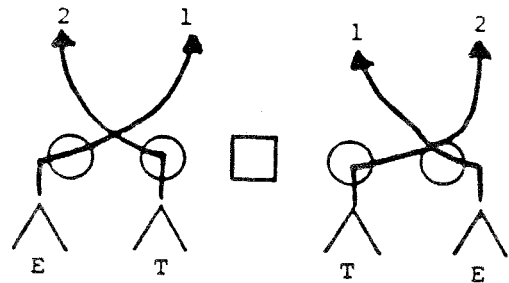
PASS RUSH GAMES

1. WIDE ME

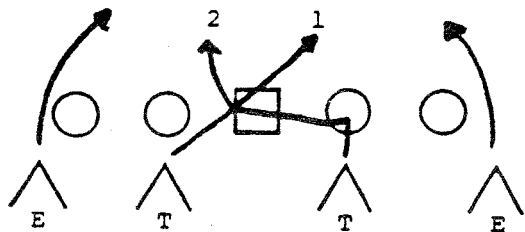
ME



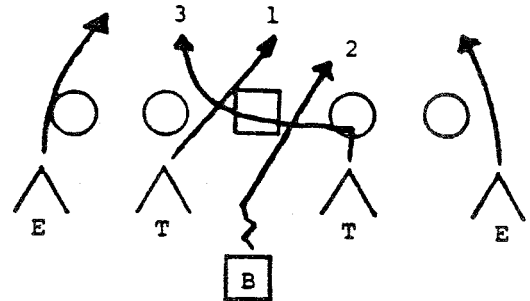
2. YOU



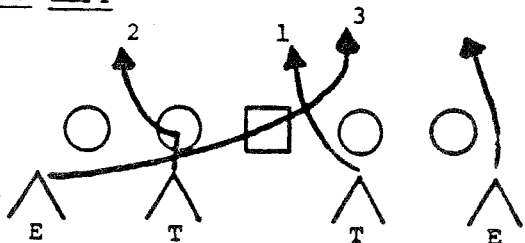
3. TOM LEFT



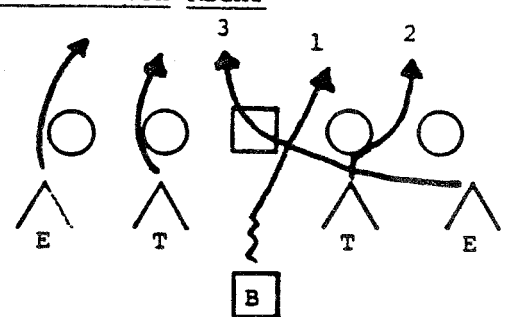
4. BACKER TOM LEFT



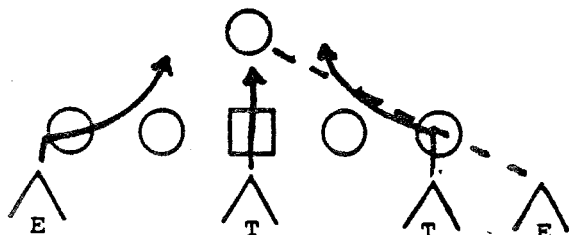
5. FLUSH LEFT



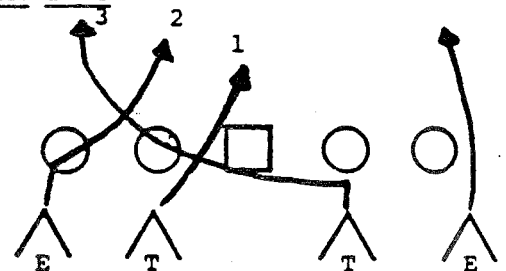
6. BACKER FLUSH RIGHT



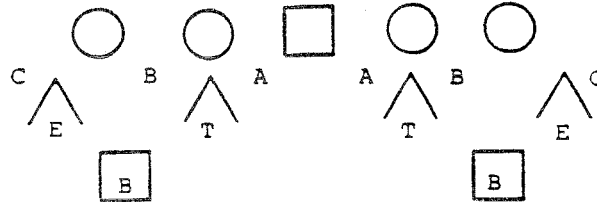
7. MIRROR



8. RAM LEFT



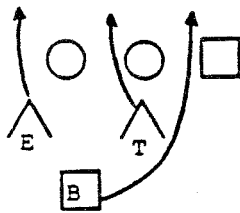
4 MAN FRONT - LINE & LINEBACKER RUSH CALLS



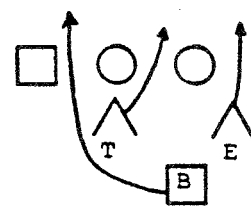
Safety/Linebacker will call the gap that he is rushing (make "right" or "left" call). Defensive linemen are responsible to keep that gap free. We must always have a contain rusher each side.

"ABLE"

"Able Left"

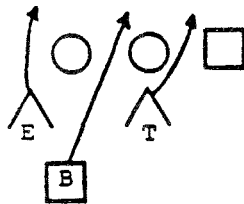


"Able Right"

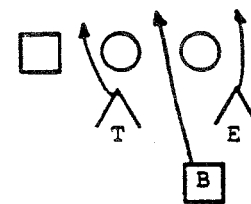


"BAKER"

"Baker Left"

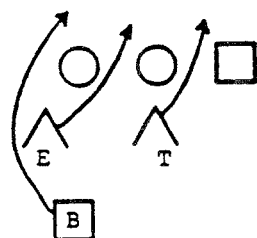


"Baker Right"

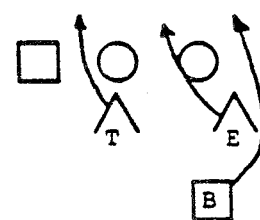


"CHARLIE"

"Charlie Left"

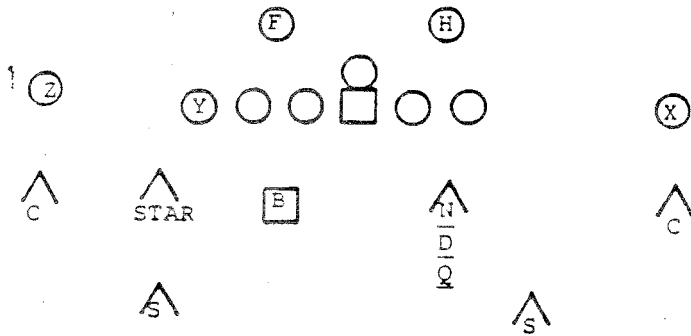


"Charlie Right"

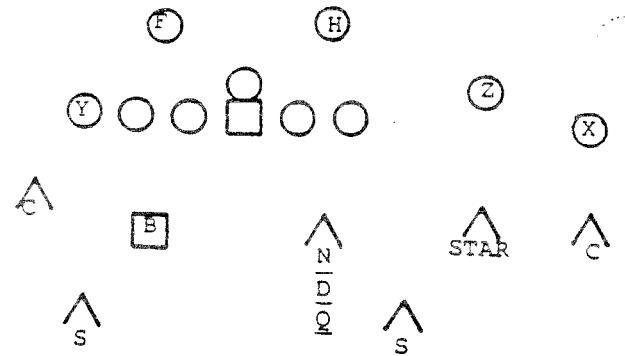


ALIGNMENT

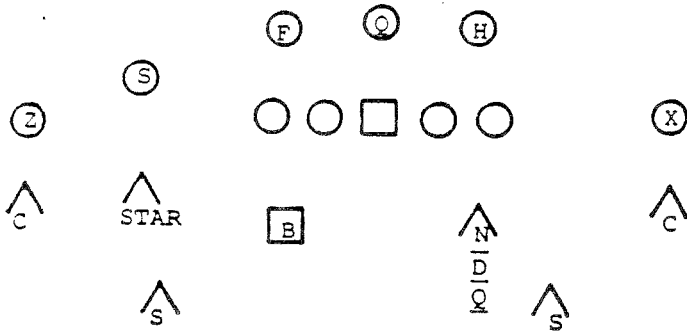
1. Regular



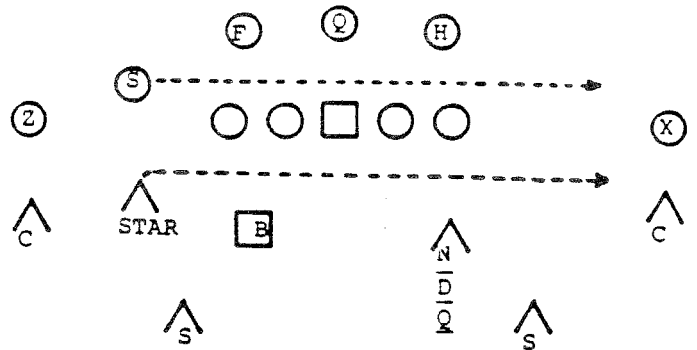
2. Regular (Slot)



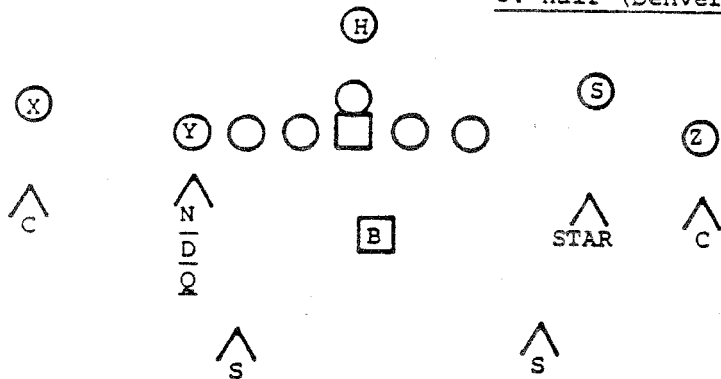
3. 3 Wides



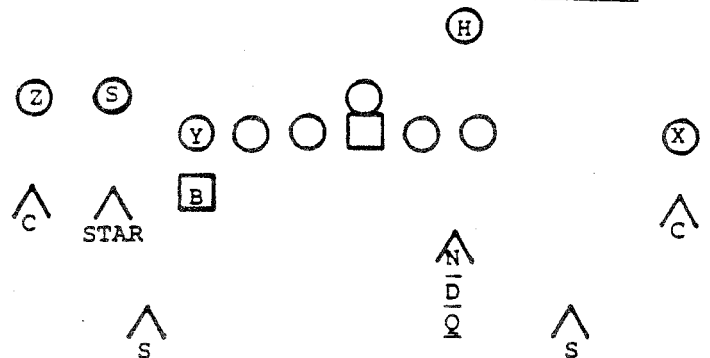
4. 3 Wides



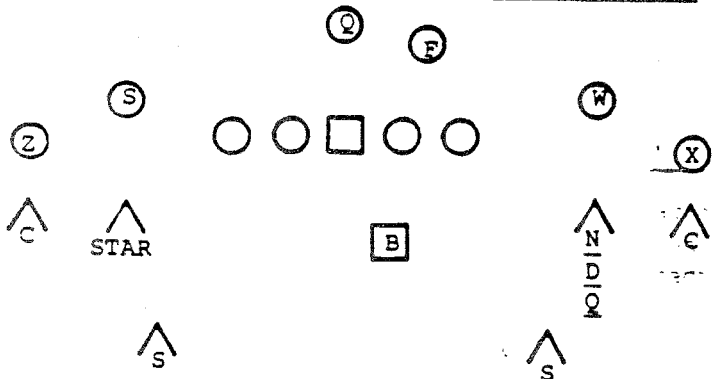
5. Half (Denver)



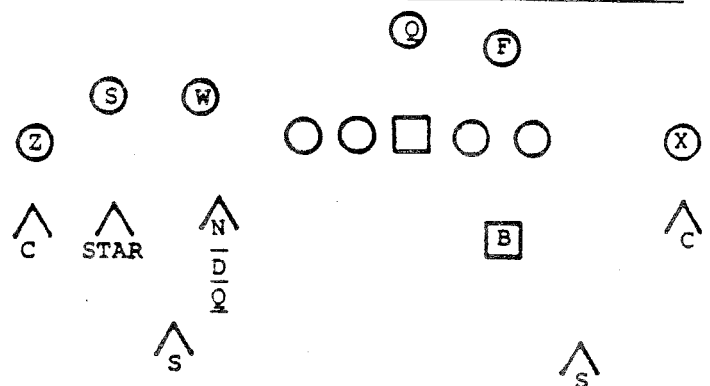
6. Half (Flood)



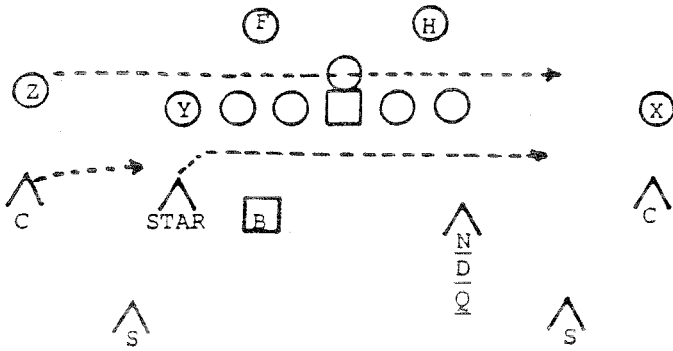
7. 4 Wides (Dbl Wing)



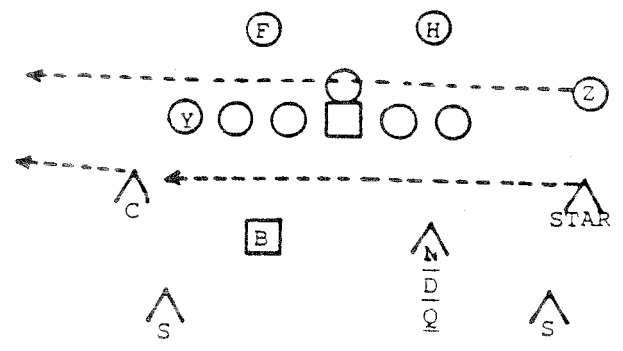
8. 4 Wides (Flood)



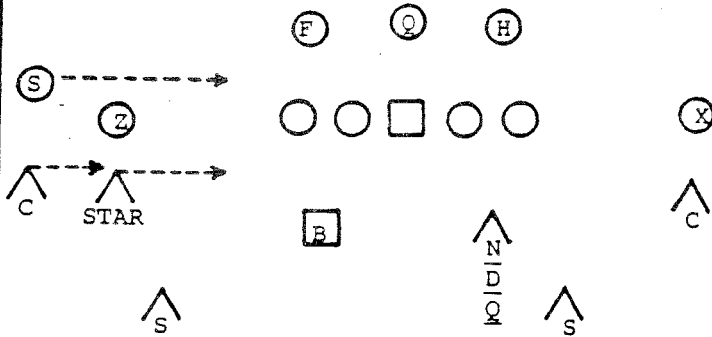
1. Regular



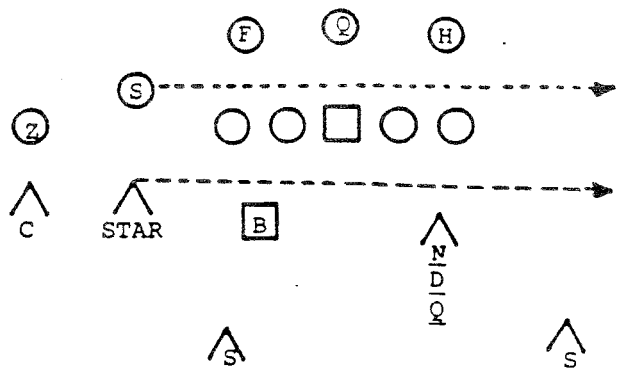
2. Regular



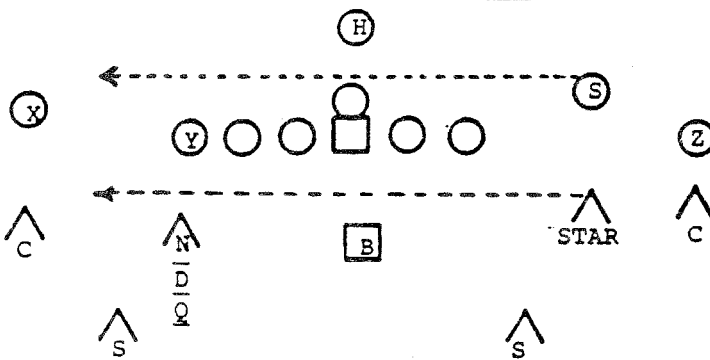
3. 3 Wides



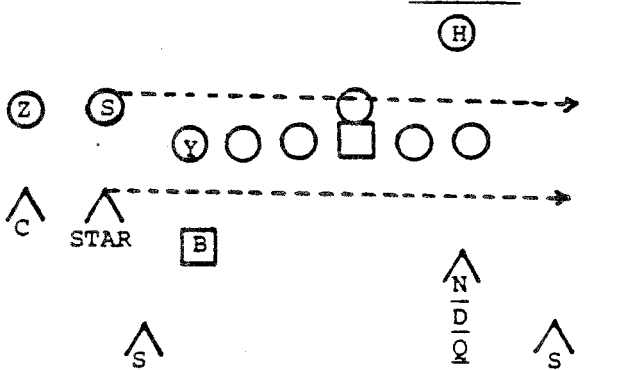
4. 3 Wides



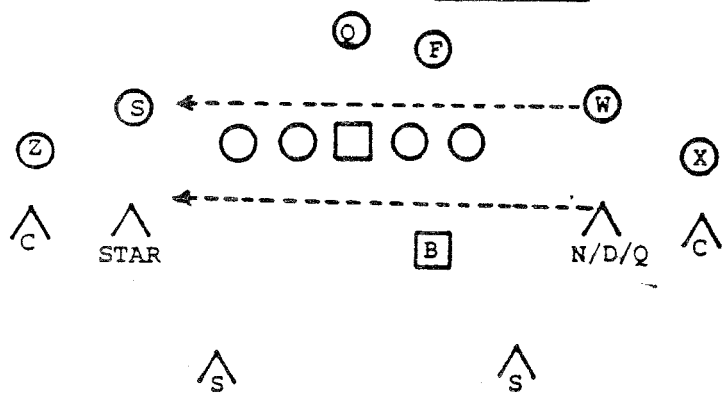
5. Half



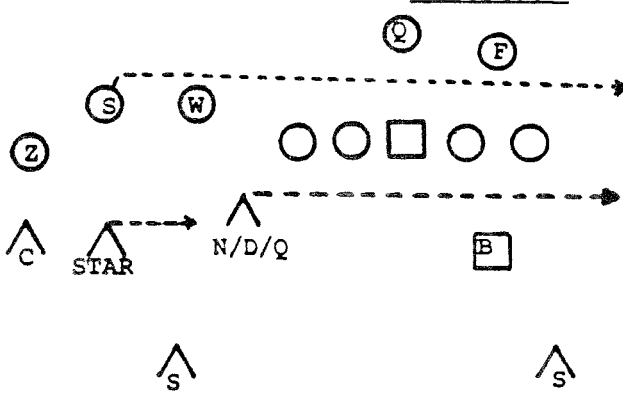
6. Half



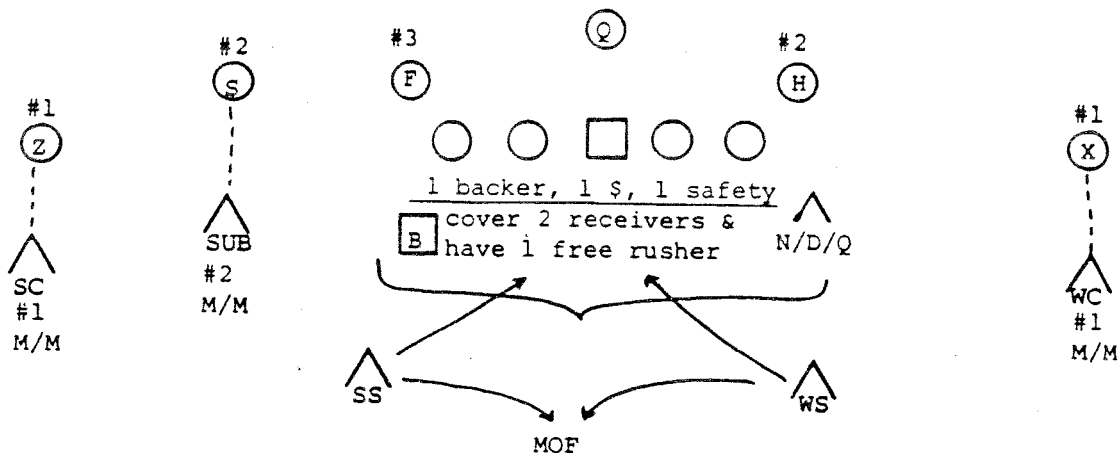
7. 4 Wides



8. 4 Wides

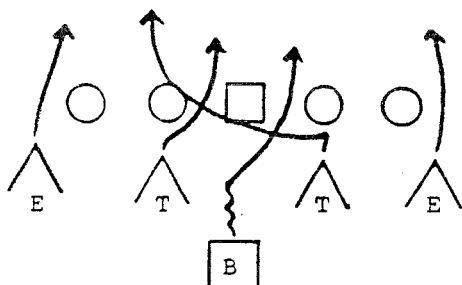


Cover #0 - a man/man defense with 5 rushers. 5 defenders will cover 5 eligible receivers man/man and safety will guarantee post help. Rusher will be designated by name.

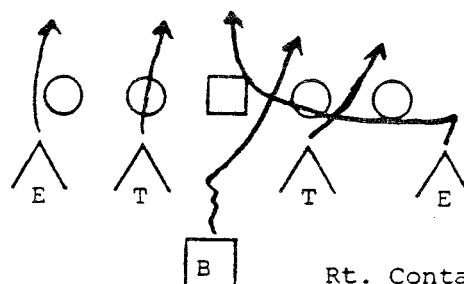


POSITION	ALIGNMENT	KEY	RESPONSIBILITY
<u>RUSHING BACKER</u>	On #2/#3 Receiver	Ball	1. Give "Able", "Baker", or "Charlie" call and direction. 2. Key ball and free rush to QB.
<u>COVERING BACKER</u> , <u>NICKEL</u> , <u>DIME</u> , <u>QUARTER</u>	On Your Coverage	Thru linemen to your coverage	1. Cover back/TE man/man using inside technique 2. Post help. CP - If your coverage blocks, hug. CP - On 'Safety-0', key blitz from the outside
<u>CORNERS</u>	On #1 CP: Numbers Rule	#1	1. Cover #1 man/man using shoulder technique (#1 wide). 2. Post help. 3. Usually play this coverage from "bump".
<u>STAR</u>	On #1 CP: Numbers Rule	#2	1. Cover #2 man/man using slot techniques. 2. Post help. 3. Usually play this coverage from "bump".
<u>COVERING RUSHING SAFETY</u>	On Your Coverage 8-10 yds. deep	Rush - ball Cover - your coverage	<u>Rusher</u> 1. Give "Able", "Baker", or "Charlie" call and give direction. 2. Key ball and free rush to QB. <u>COVER</u> 1. Cover rusher's responsibility man/man. 2. Post help. CP - No hug from off.
MOF <u>SAFETY</u>	On #2/#3 8-10 yds. deep	Thru uncovered linemen to backs & QB	<u>MOF Coverage</u> 1. Cover deep middle. 2. Be aware of all inside and deep routes. 3. Protect post, but read QB & patterns - Go to ball.

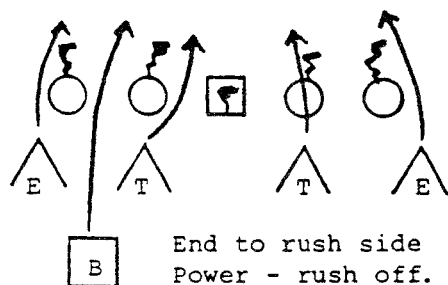
SUB COVER #0 RUSHES

1. BACKER 'O' TOM2. BACKER 'O'

Flush Right



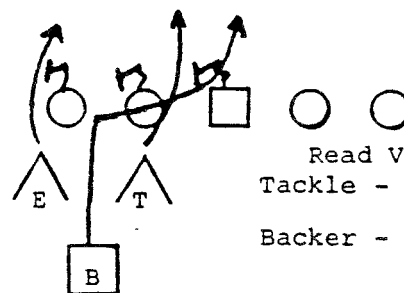
Rt. Contain Rusher

3. BACKER 'O'Baker Left

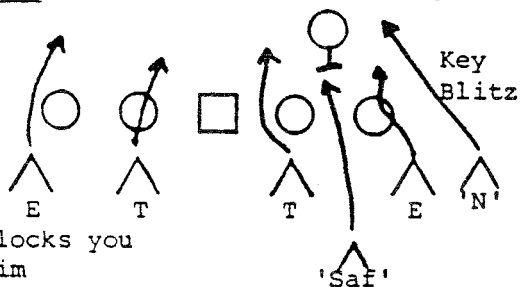
End to rush side
Power - rush off. tackle

4. BAKER LEFT

Vs. Slide



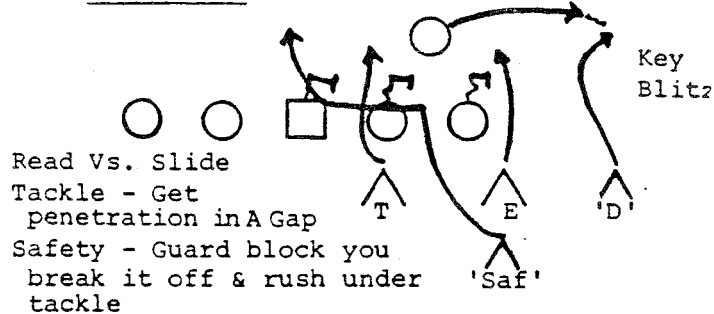
Read Vs. Slide
Tackle - Get penetration in A Gap
Backer - Guard block you break it off & rush under tack

5. SAFETY 'O'Baker Right

Safety - Back blocks you grab him
B/N/D/Q - Key blitz on back

6. SAFETY 'O'

Vs. Slide



Read Vs. Slide
Tackle - Get penetration in A Gap
Safety - Guard block you break it off & rush under tackle

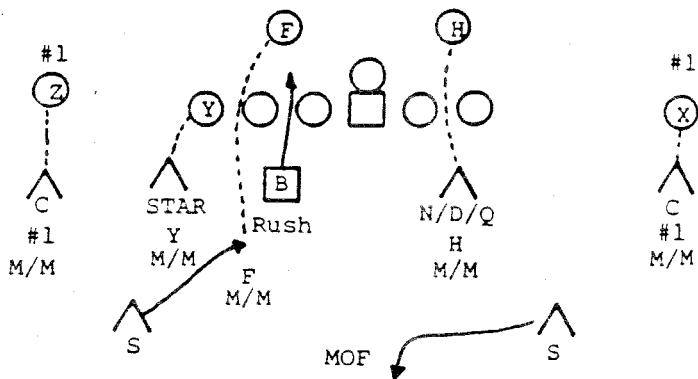
7.



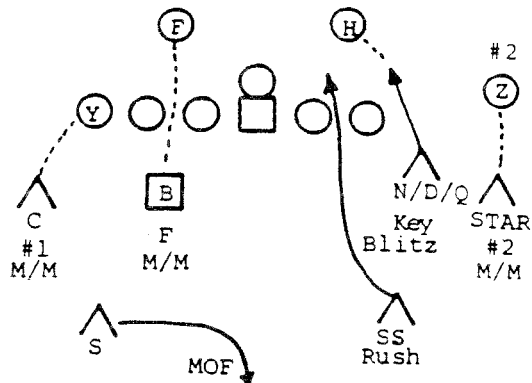
8.



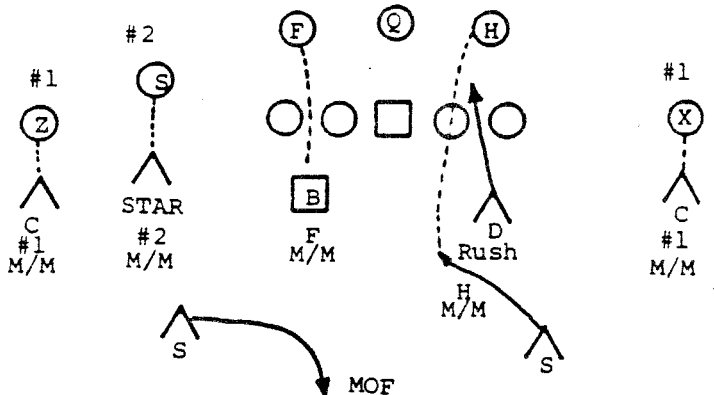
1. Regular (Pro)



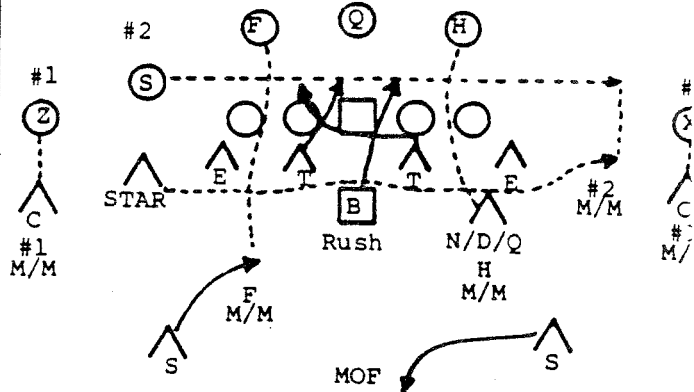
2. Regular (Slot)



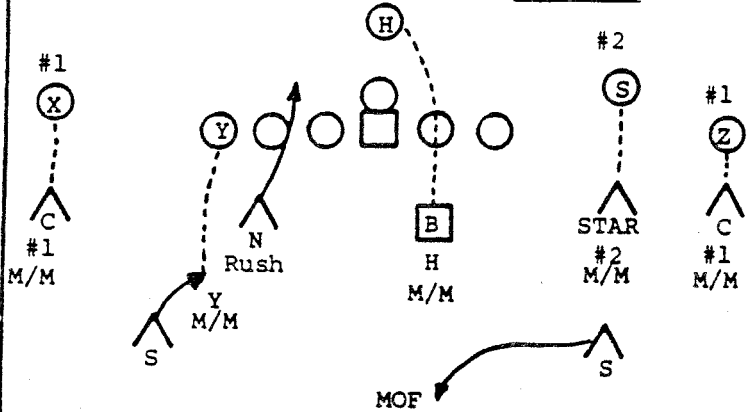
3. 3 Wides



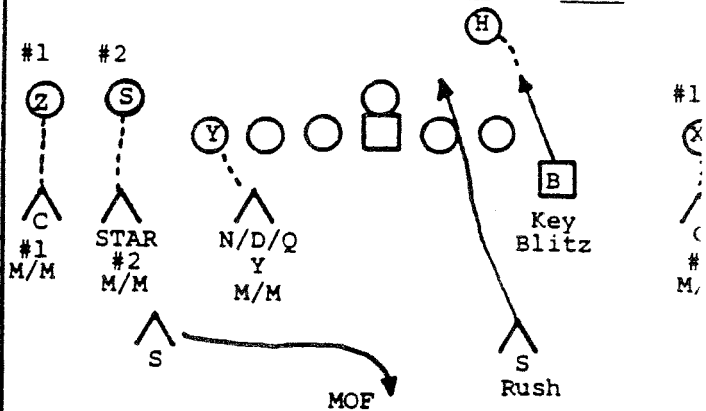
4. 3 Wides



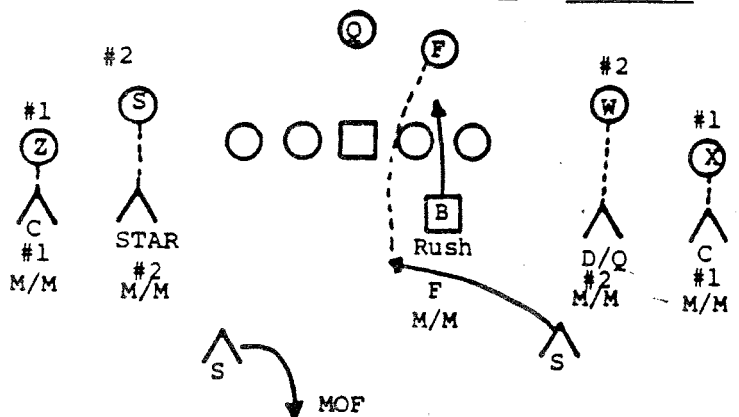
5. Half (Denver)



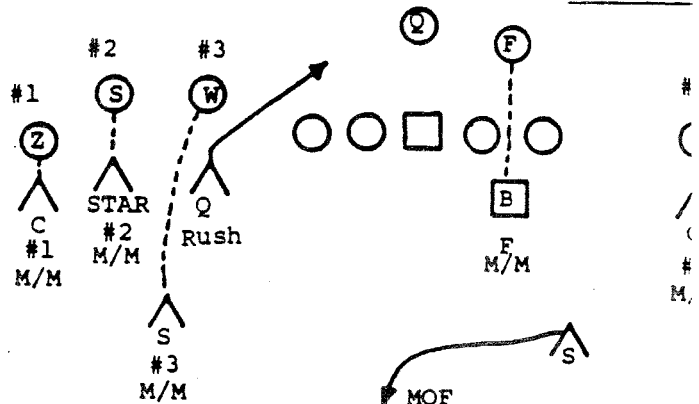
6. Half (Flood)



7. 4 Wides (Double Wing)

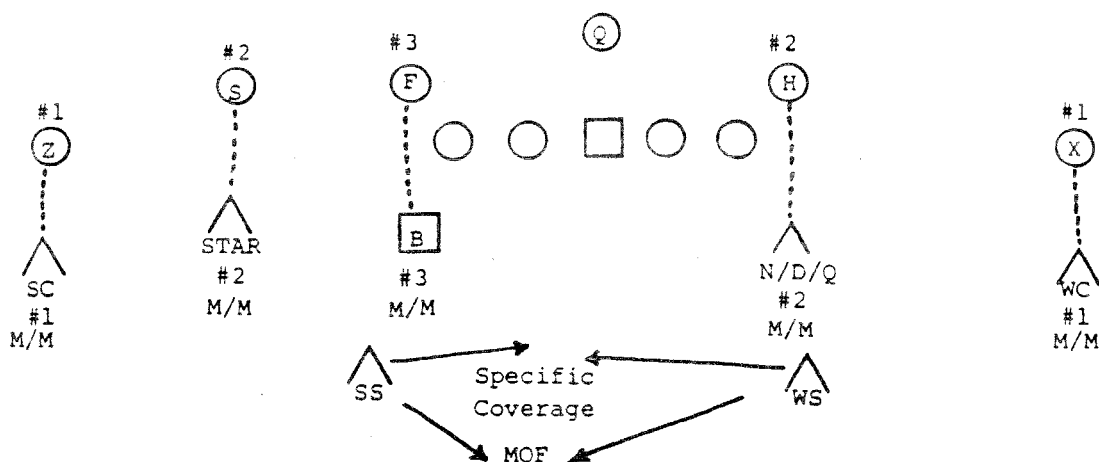


8. 4 Wides (Flood)



COVER #1

Cover #1 - A man/man coverage with post help guaranteed by a Safety.
The other Safety will provide specific coverage where designated.

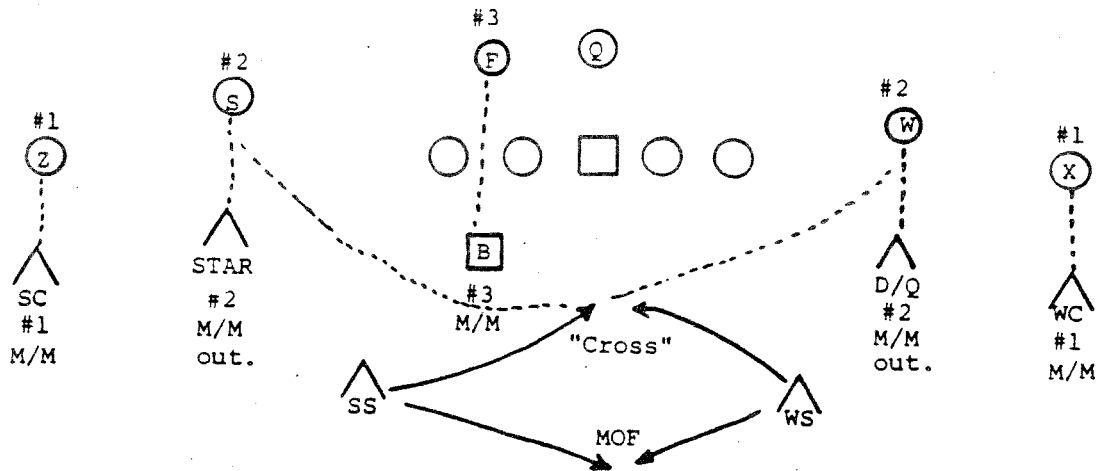


POSITION ALIGNMENT KEY RESPONSIBILITY

<u>BACKER</u>	On your Coverage	(Thru linemen) to your coverage	1. Man/Man coverage using inside technique 2. Post help
<u>DIME, NICKEL, QUARTER</u>	On your Coverage	(Thru linemen) to your coverage	1. Cover #2 man/man using inside technique 2. Post help
<u>STAR</u>	#2 Bump	#2	1. Cover #2 man/man using outside technique 2. Post help
<u>STRONG SAFETY</u>	Split #2/#3 7-10 yds. deep	(Thru linemen) to Backs, QB	<u>MOF</u> 1. One Safety designated for MOF coverage <u>Specific Coverage</u> 1. One Safety designated for specific help on 1 or more receivers
<u>WEAK SAFETY</u>	On #2 7-10 yds. deep	(Thru linemen) to Backs, QB	Cross - Help on inside cuts by inside receivers Funnel - Safety, Backer, & N/D/Q cover backs 3 on 2 Double - Safety doubles designated receiver
<u>CORNERS</u>	#1 Bump or Off	#1	1. Cover #1 man/man using inside technique 2. Post help

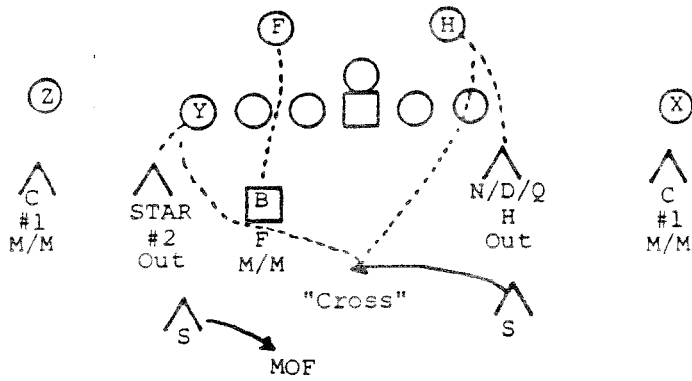
COVER #1 CROSS

Cover #1 Cross - A man/man coverage with post help guaranteed. Safety also gives Cross help at the sticks.

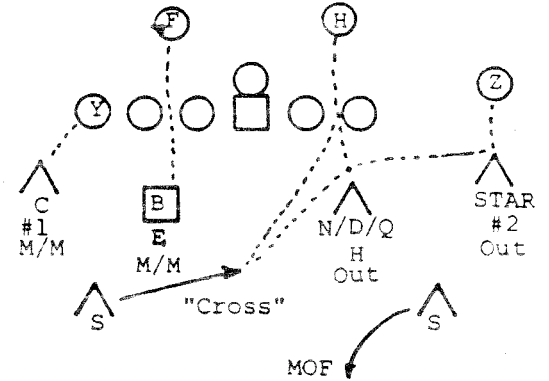


POSITION	ALIGNMENT	KEY	RESPONSIBILITY
<u>BACKER</u>	On Your Coverage	(Thru linemen) to your coverage	<ol style="list-style-type: none"> 1. Man/Man on your Back Vs. 2/2 use outside tech. - Cross Safety help vs. crossing route Vs. 3/1 use inside technique 2. Post help 3. If your coverage blocks, hug
<u>DIME, QUARTER</u>	#2 Vs. 3/1 - #3	(Thru linemen) to #2	<ol style="list-style-type: none"> 1. Vs. 2/2, cover #2 man/man using outside technique 2. If #2 crosses in front of sticks (Cross Man), give him up and look for crosser from other side
<u>STAR</u>	#2	(Thru linemen) to #2	<ol style="list-style-type: none"> 1. Vs. 3/1, cover #2/#3 man/man using outside technique 2. If #3 crosses in front of sticks (Cross Man), give him up and look for cross by #2 (3/1) 3. If #2 crosses in front of sticks (Cross Man), give him up and read QB (2/2)
<u>STRONG SAFETY</u>	On #2 7-10 yds. deep	#2 receivers	<p><u>Cross</u></p> <ol style="list-style-type: none"> 1. Vs. 2/2, drop to sticks & cover inside route by #2 rec. CP - Help Backer with crossing routes by Back. 2. Stay with crosser in front of you-No crosser, read QB 3. Vs. 3/1, drop to sticks & cover inside route by #2/#3 receiver 4. Stay with crosser in front of you-No crosser, read QB
<u>WEAK SAFETY</u>	On #2 7-10 yds. deep	Thru linemen to QB	<p><u>MOF</u></p> <ol style="list-style-type: none"> 1. Cover deep middle 2. Be aware of all inside and deep routes 3. Protect post, but read QB & patterns - Go to ball
<u>CORNERS</u>	#1	#1	<ol style="list-style-type: none"> 1. Cover #1 man/man using shoulder technique 2. Post help 3. Usually play this coverage from bump CP - Vs. #1 lined up inside the numbers, play outside technique and use cross rules on #1's route

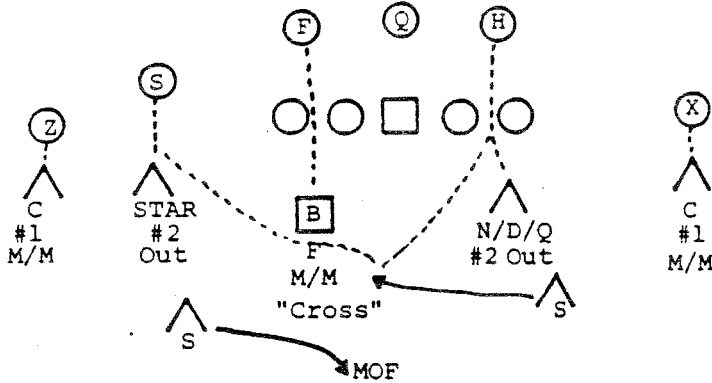
1. Regular (Pro)



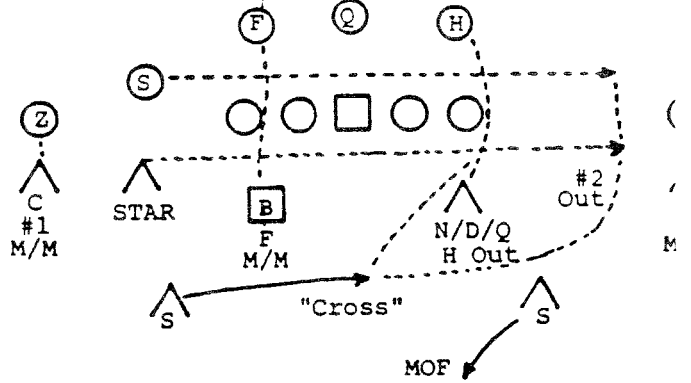
2. Regular (Cross)



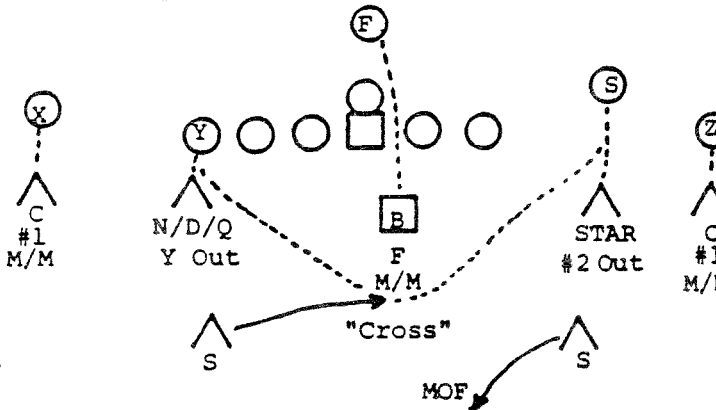
3. 3 Wides



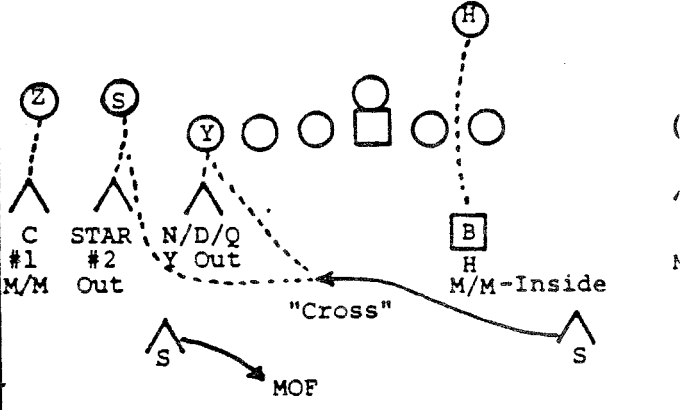
4. 3 Wides



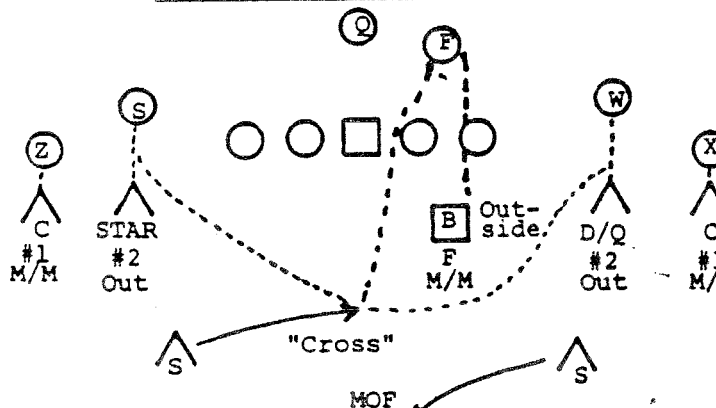
5. Half (Denver)



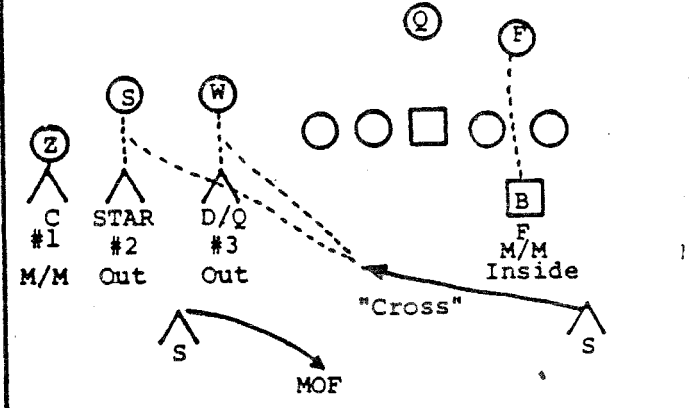
6. Half (Flood)



7. 4 Wides (Double Wing)

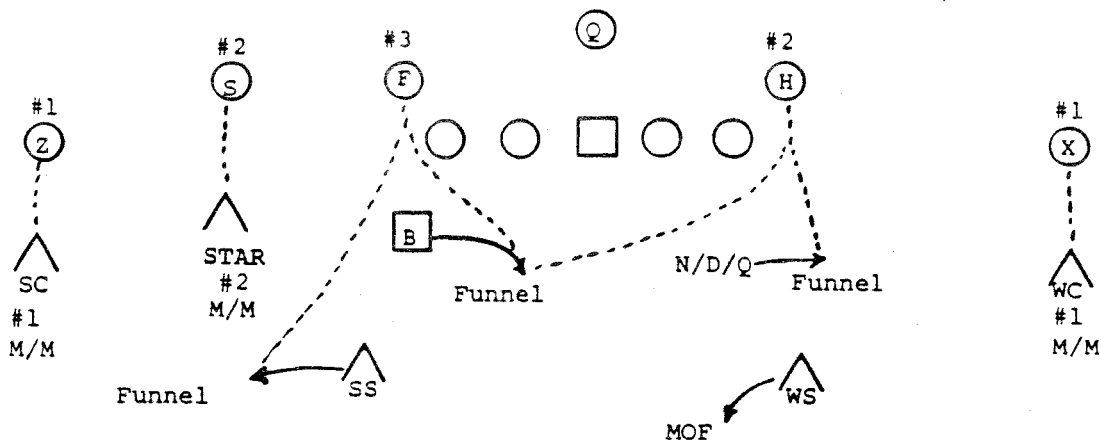


8. 4 Wides (Flood)



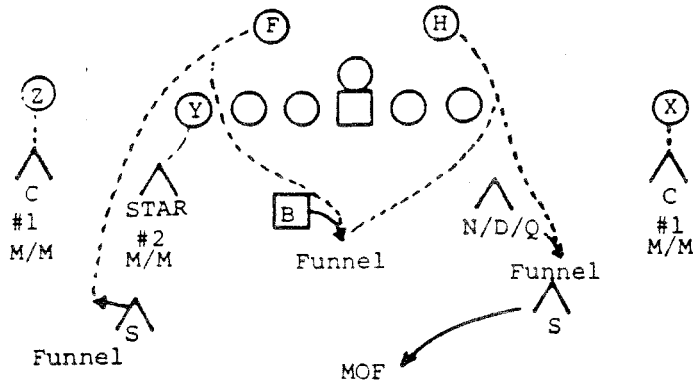
COVER #1 (LINEBACKER) FUNNEL

Cover #1 (Linebacker) Funnel - A man/man coverage with post help guaranteed by a Safety - Linebackers and Strong Safety play 3 on 2, with the (designated) linebacker in the middle of the funnel.

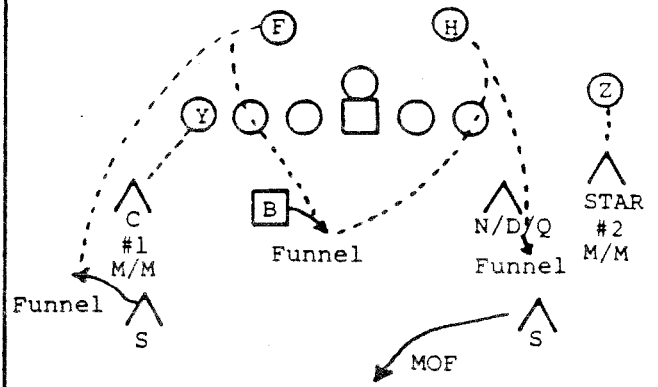


POSITION	ALIGNMENT	KEY	RESPONSIBILITY
<u>OUTSIDE FUNNEL NICKLE, DIME, QUARTER</u>	On Coverage	Thru Linemen to Backs	1. 2 Backs - funnel technique on Backs Back & TE - funnel technique on Back & TE 2. Numbers rule on funnel CP - No hug on funnel - CP - Post help CP - ✓ "Cross" Vs. 4 WR's
<u>FUNNEL BACKER</u>	Between 2 receivers to be funneled	Thru Linemen to Backs	1. Funnel technique on Backs / Back & TE 2. 68/78 Action - cover 2nd Back 3. Numbers rule on funnel CP - No hug on funnel - CP - Post help CP - ✓ "Cross" Vs. 4 WR's
<u>CORNERS</u>	#1 "Bump" or Feather	#1	1. Cover #1 man/man using inside technique 2. Post help CP - Usually play this coverage from "Bump"
<u>STAR</u>	#2 "Bump"	#2	1. Cover #2 man/man using inside to outside technique 2. Post help from Safety CP - ✓ "Cross" Vs. 4 WR's
<u>FUNNEL SAFETY</u>	Away from N/D/Q Close to #2 7-10 yds. deep	Funnel Receivers	1. Funnel technique on Backs / Back & TE 2. Numbers rule on funnel CP - No Hug - CP - Post help CP - No move on COS - CP - ✓ "Cross" Vs. 4 WR's
<u>MOF SAFETY</u>	On #2 7-10 yds. deep	Thru Linemen to Backs & QB	1. Cover deep middle 2. Be aware of all inside and deep routes 3. Protect post, but read QB & Patterns - Go to ball CP - No move on COS

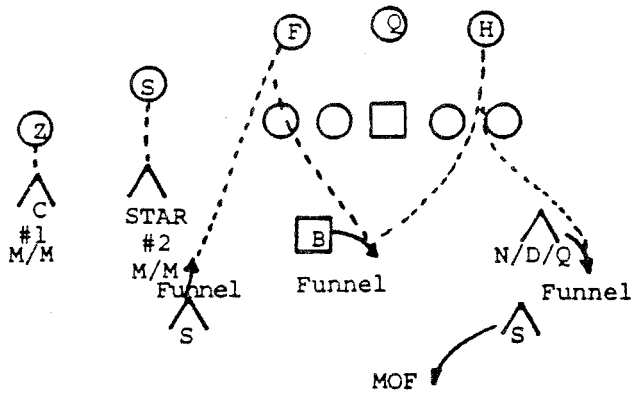
1. Regular (Pro)



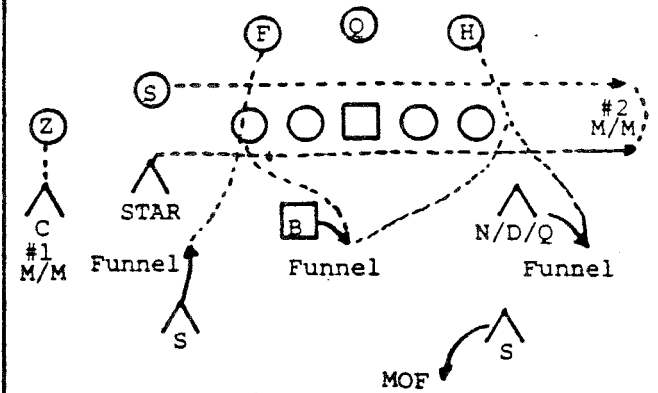
2. Regular (Slot)



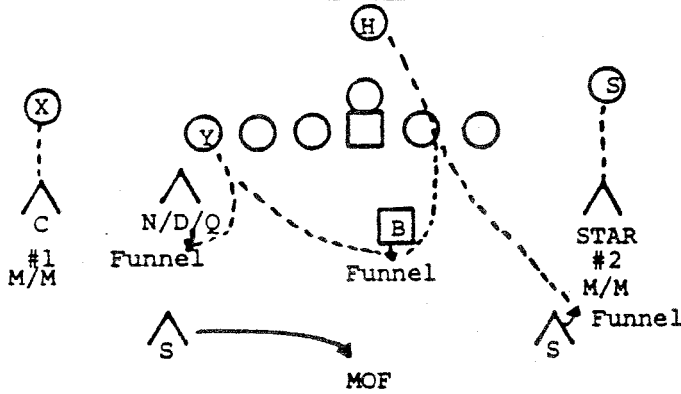
3. 3 Wides



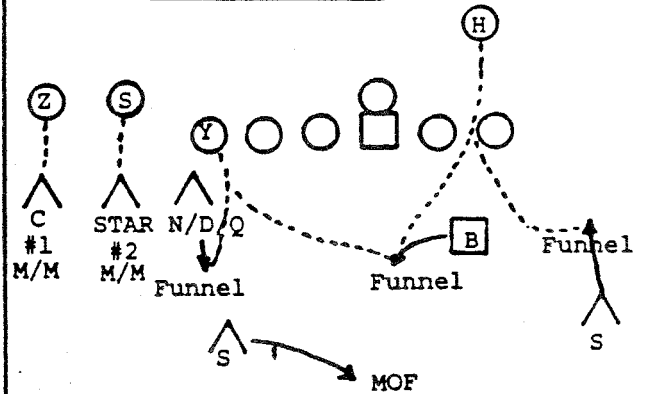
4. 3 Wides



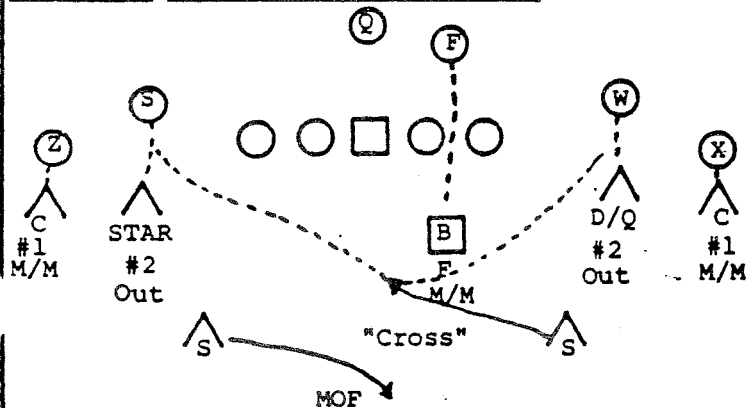
5. Half (Denver)



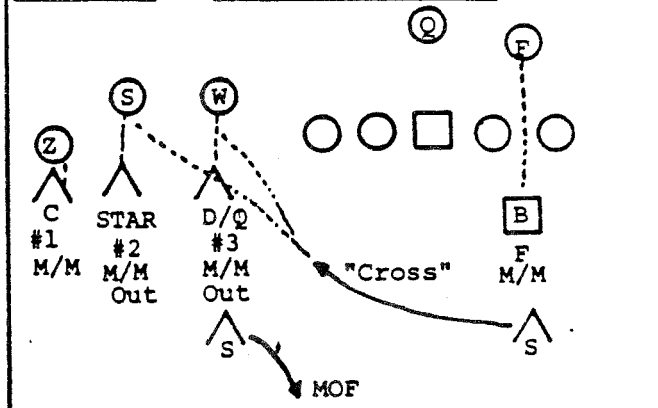
6. Half (Flood)



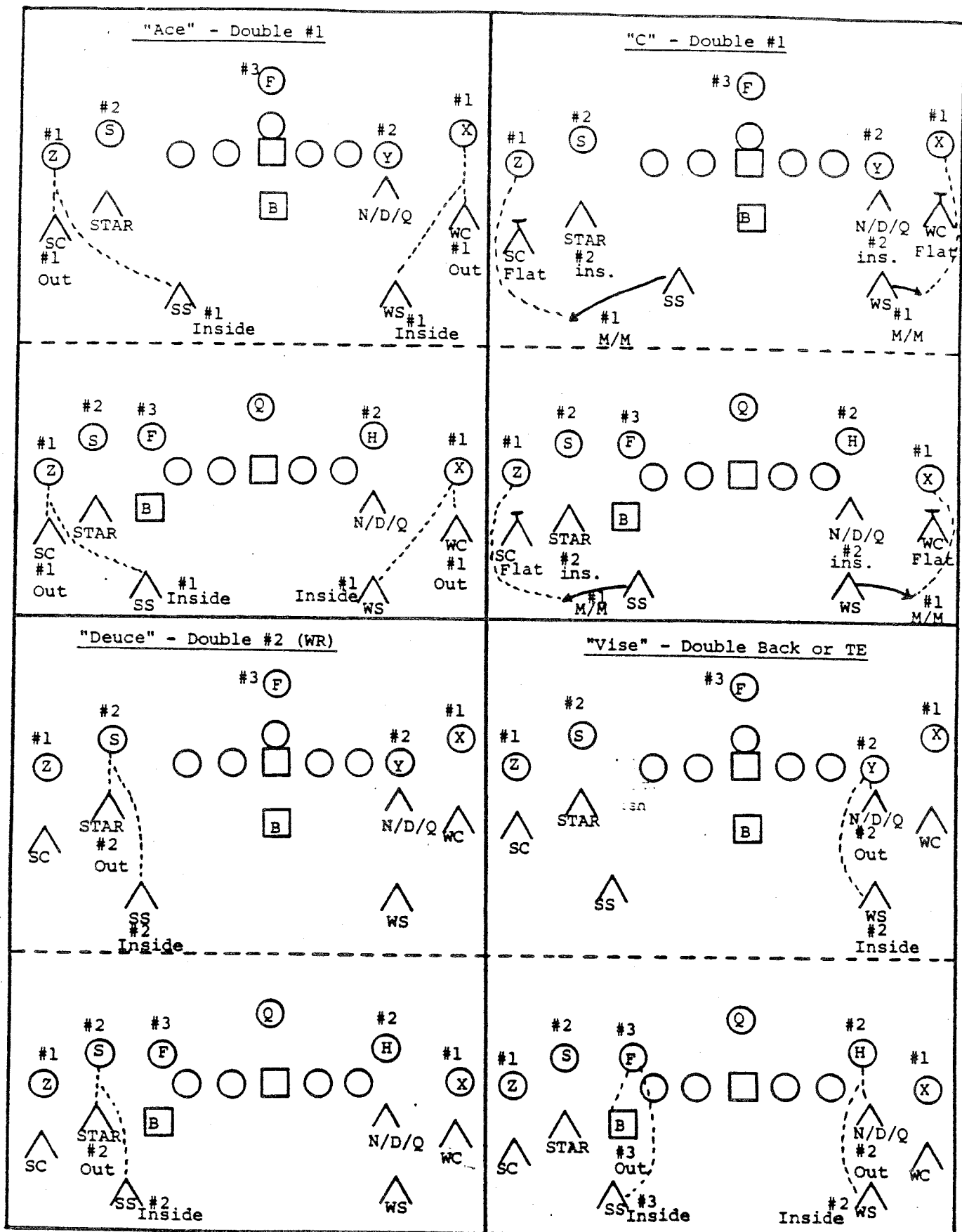
✓ "Cross" 7. 4 Wides (Double Wing)



✓ "Cross" 8. 4 Wides (Flood)



SUB DOUBLES



"ACE" CALL

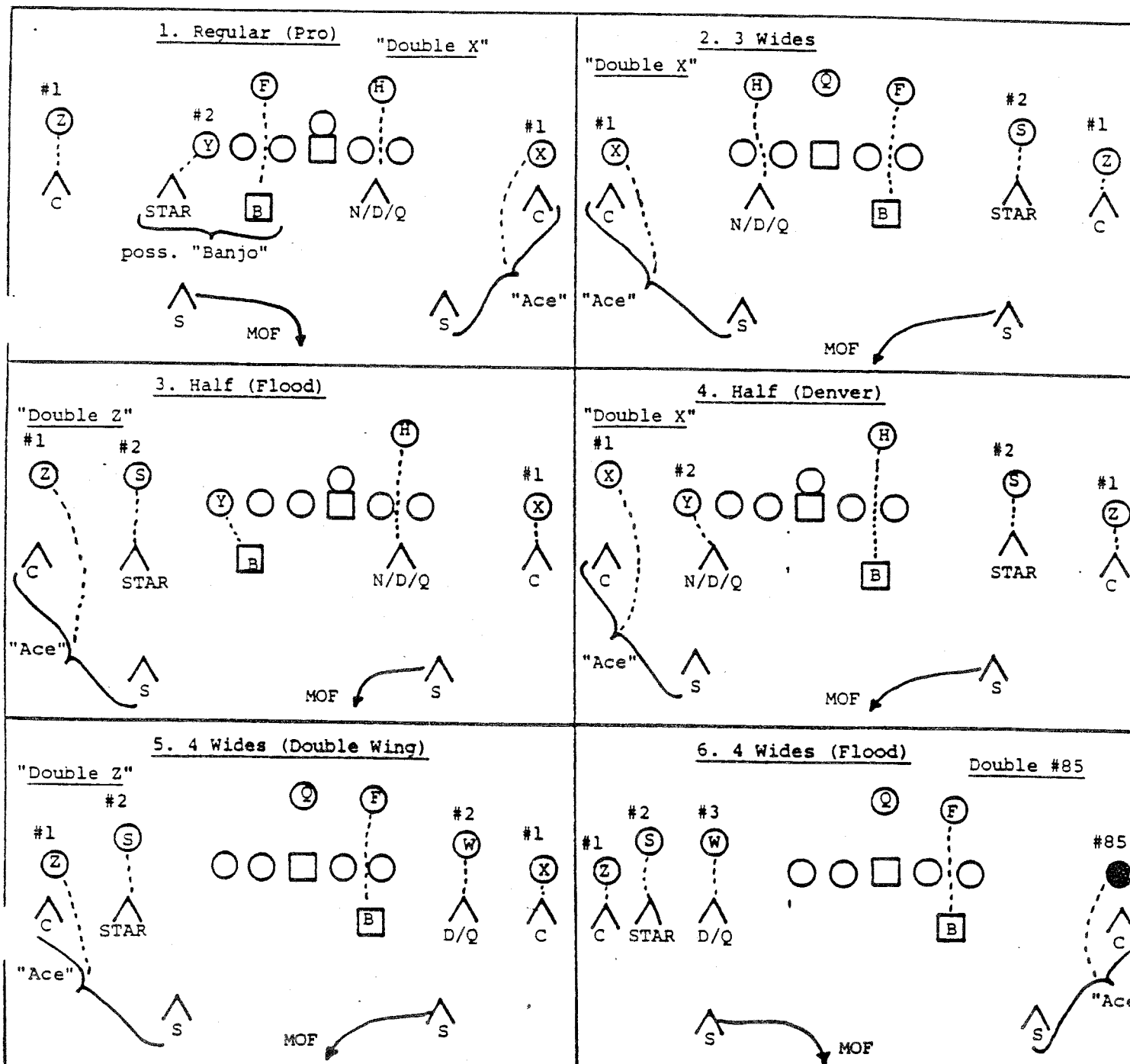
"Ace" is a call to double a wide receiver in and out. ("Solo" technique)

1. Corner & Safety double #1.

Corner - Use "Bump" or outside technique and cover all outside routes using shoulder technique. Back-up Safety on inside cuts.

Safety - Cover #1 on all inside cuts up to 15 yards ("Solo" technique).
If #1 releases outside, free up and read QB.

"ACE" Call Adjustments



"DEUCE" CALL

"Deuce" Call is a call to double the #2 (WR) in and out. ("Solo" technique)

1. Star & Safety double #2 - Safety inside.

Star - Use "bump" alignment and cover all outside routes using shoulder technique.
Back up Safety on inside cuts.

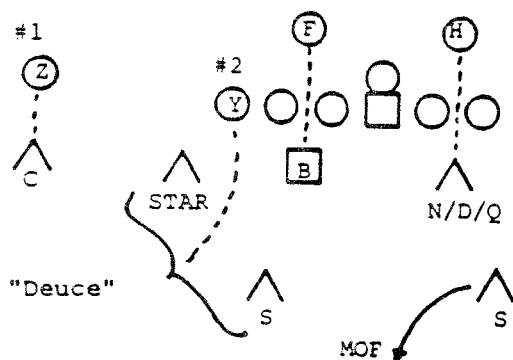
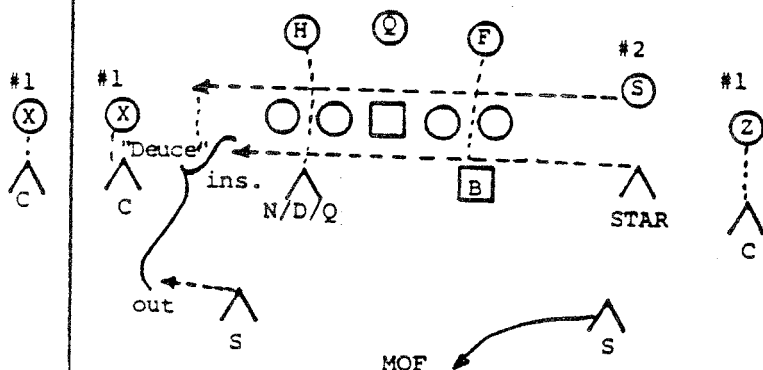
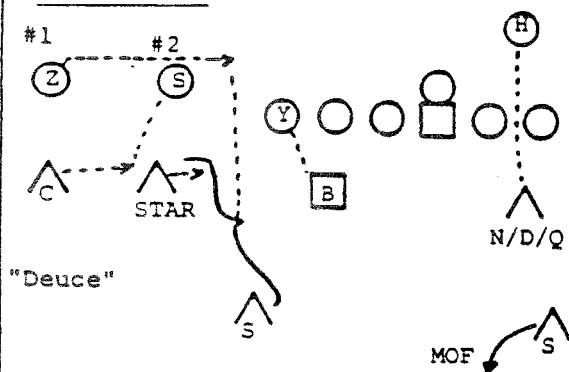
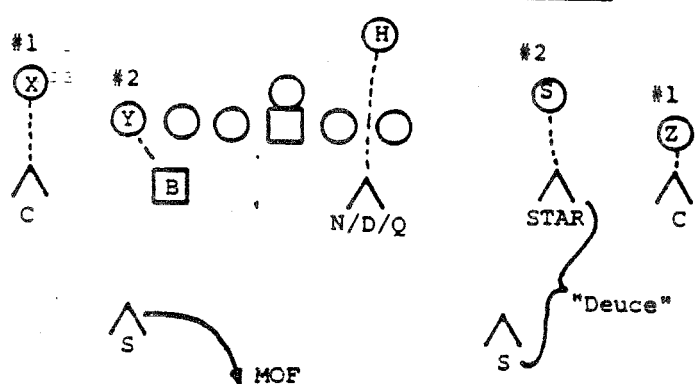
Safety - Cover #2 on all inside cuts up to 15 yds. ("Solo" technique). If #1 releases outside, free up and read QB.

2. Star & Safety double #2 - Safety outside. (Reverse Double)

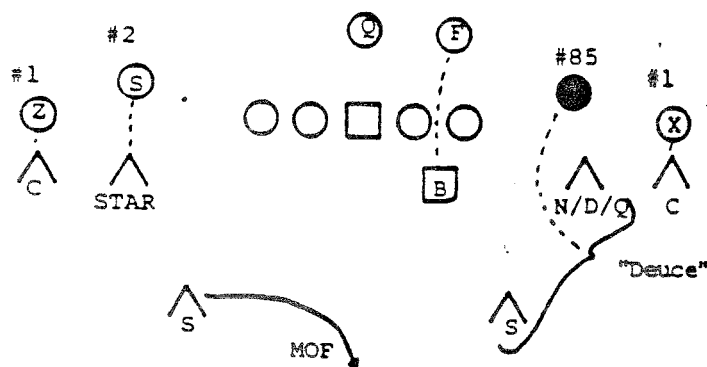
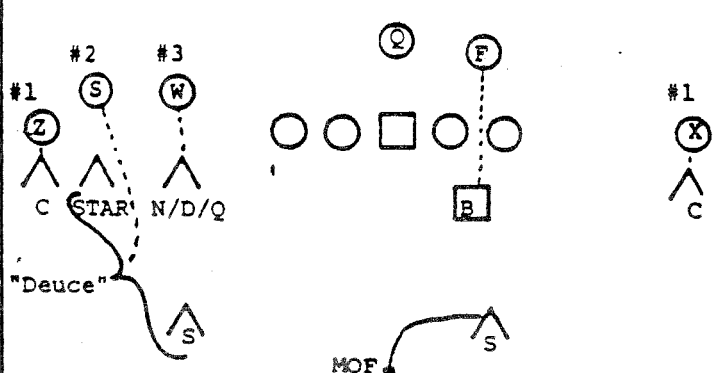
Star - Use "Bump" alignment and cover all inside routes up to 15 yds. using shoulder tech. Cover all outside routes up to 10 yds. using trail technique.

Safety - Cover #2 on all outside routes using outside technique. Back-up Star on outside routes under 10 yds. Cover #2 on all routes over 15 yds. using outside technique.

3. Vs. WR movement across the ball or peel, use reverse double (Safety outside).

1. Regular (Pro)2. 3 Wides"Double Slot"3. Half (Flood)4. Half (Denver)"Double Slot"5. 4 Wides (Double Wing)

Double #85

6. 4 Wides (Flood)"Double Slot"

"SWITCH" CALL

"Switch" call is a variation of "Deuce" to double the #2 receiver.

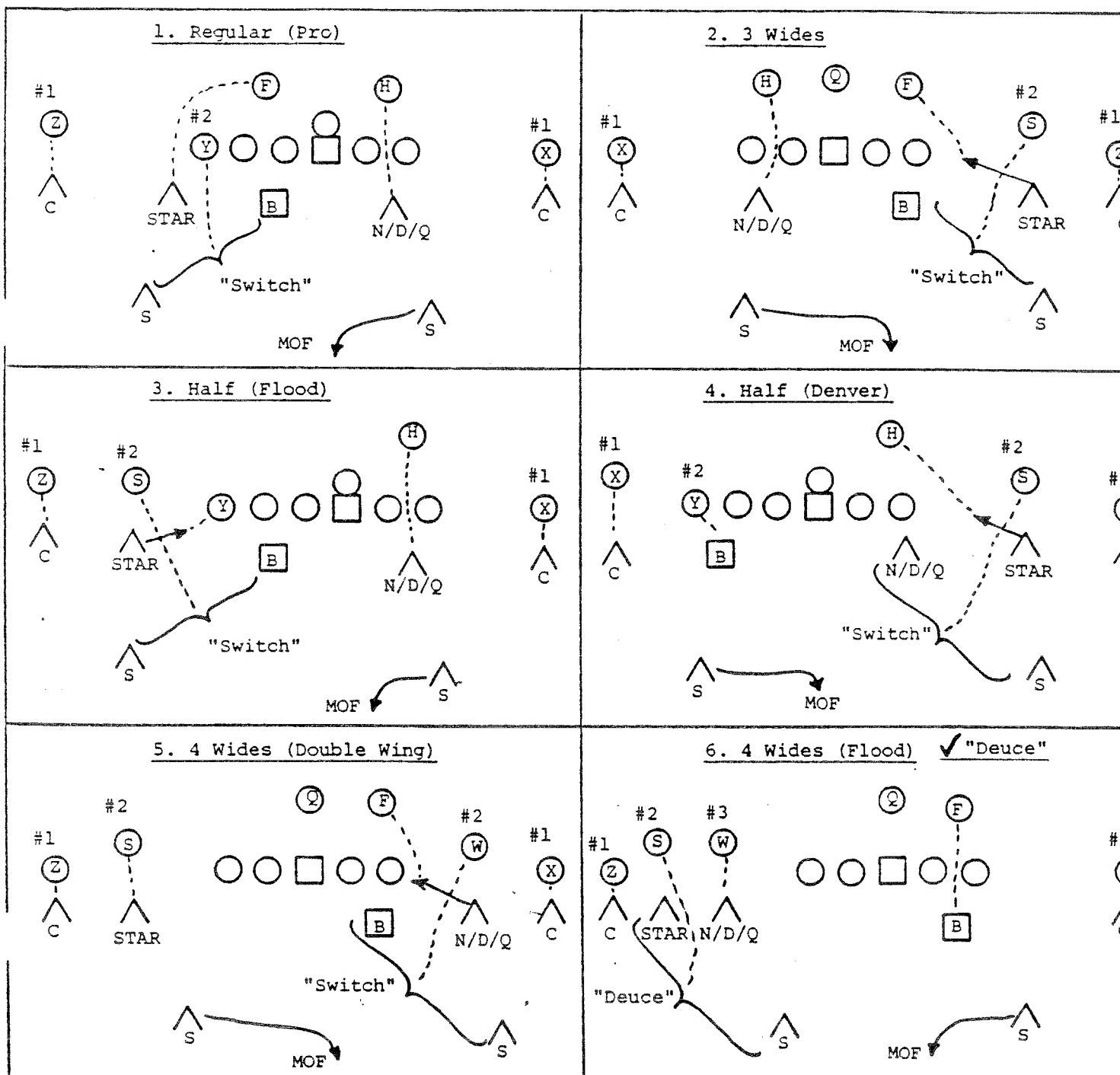
1. Safety and Linebacker/\$ double #2 - Safety outside. Star covers #3.

Safety - Cover #2 on all outside routes using outside technique.

Linebacker/\$ - Cover all inside routes by #2 up to 15 yards.

Star - Cover #3 on all routes. CP: Can sugar blitz.

CP: Check "Deuce" if no back lined up to #2's side.



"WISE" CALL

"Vise Call" is a call to double a TE or Back in and out.

1. B/N/D/Q & Safety double TE/Back - Safety inside.

B/N/D/Q - Cover all outside routes using shoulder technique. Back up Safety on inside cuts. If Back/TE blocks, hug.

Safety - Cover #2 on all inside cuts up to 15 yds. If #1 releases outside, back up B/N/D/Q on all routes up to 10 yds. After 10 yds., free up and read QB.

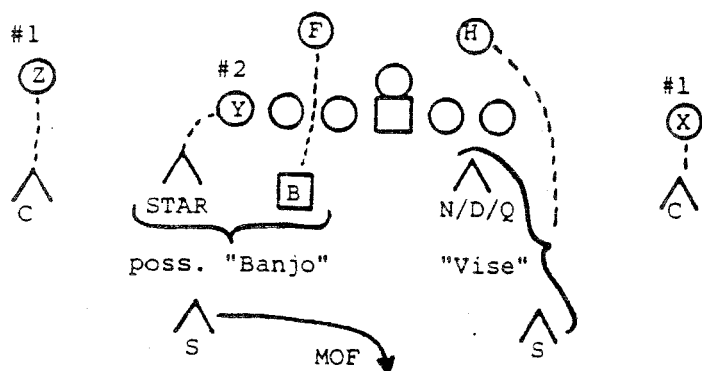
2. B/N/D/Q & Safety double TE/Back - Safety outside. (Reverse Double)

B/N/D/Q - Cover all inside routes up to 15 yds. using shoulder technique. Cover all outside routes up to 10 yds. using trail technique.

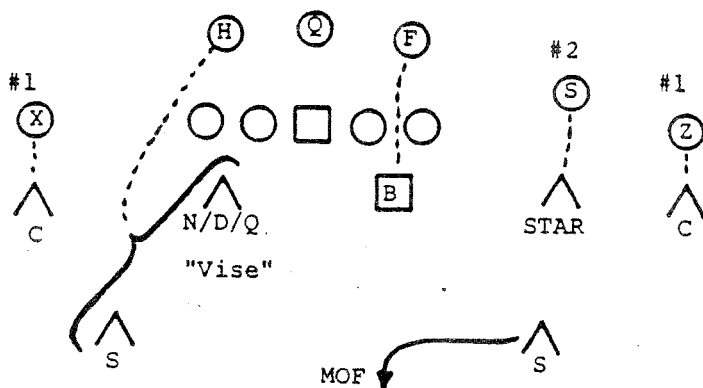
Safety - Cover #2 on all outside routes using outside technique. Back up B/N/D/Q on outside routes under 10 yds. Cover #2 on all routes over 15 yds. using outside technique.

3. Vs. TE/Back movement across the ball or peel, use reverse double (Safety outside).

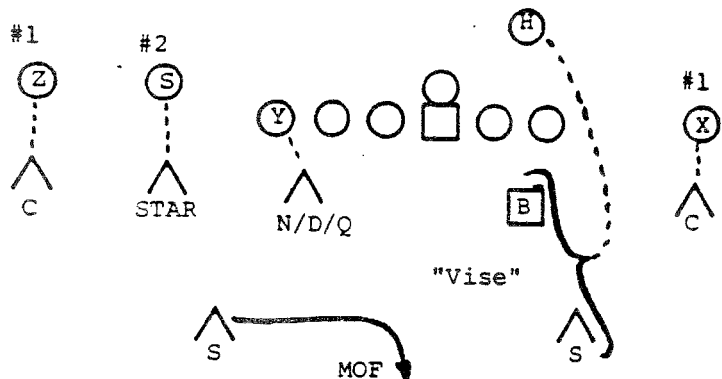
1. Regular (Pro) "Double H"



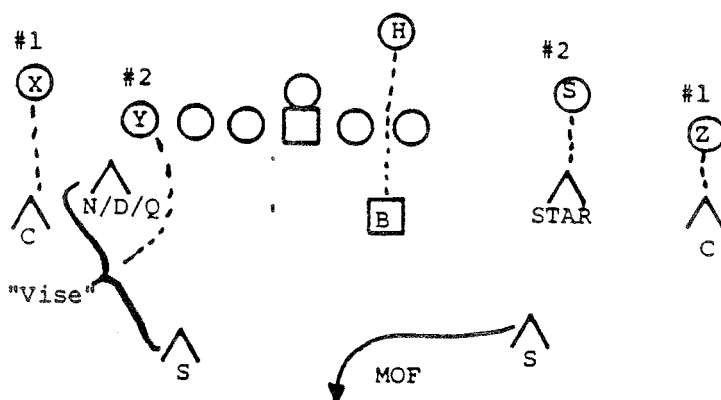
2. 3 Wides "Double H"



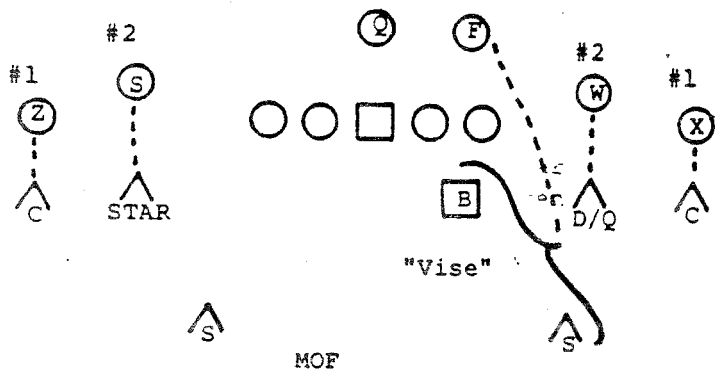
3. Half (Flood) "Double H"



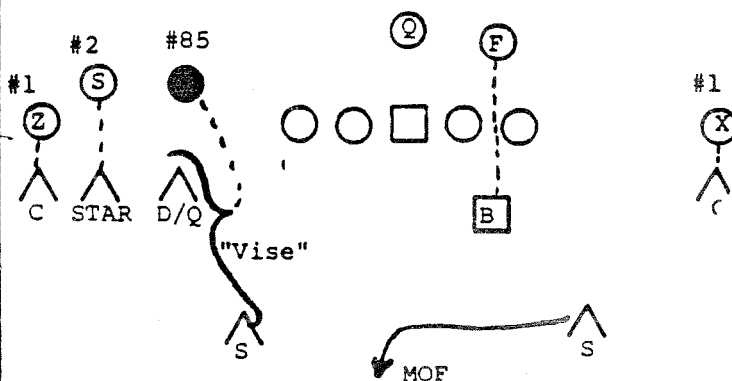
4. Half (Denver) "Double Y"



5. 4 Wides (Double Wing) "Double Back"



6. 4 Wides (Flood) "Double 85"



"C" is a call to double a wide receiver short and deep.

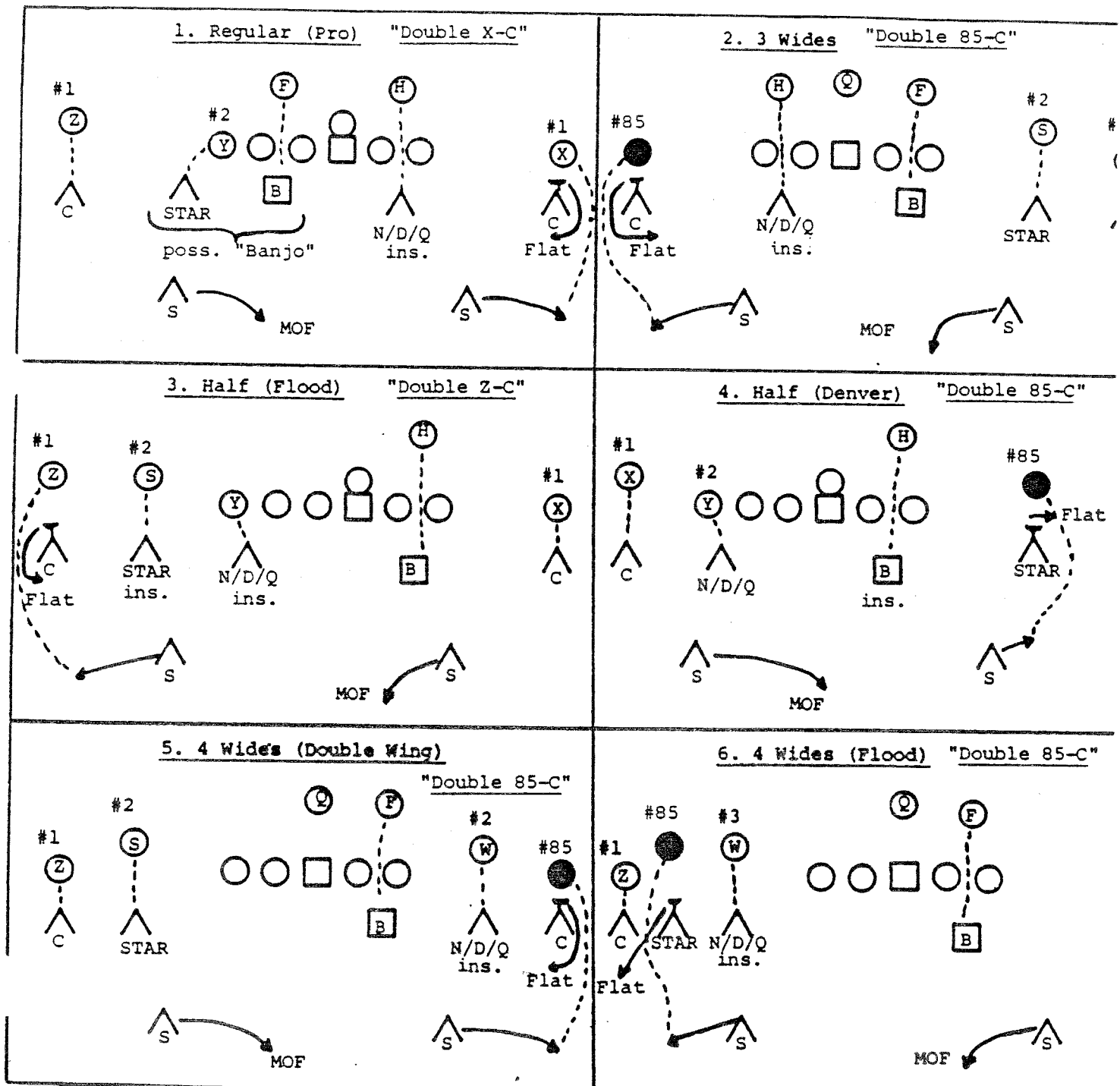
1. Corner/Star and Safety double #1.

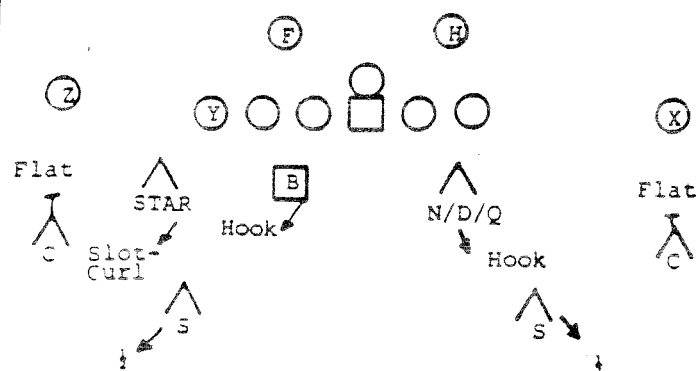
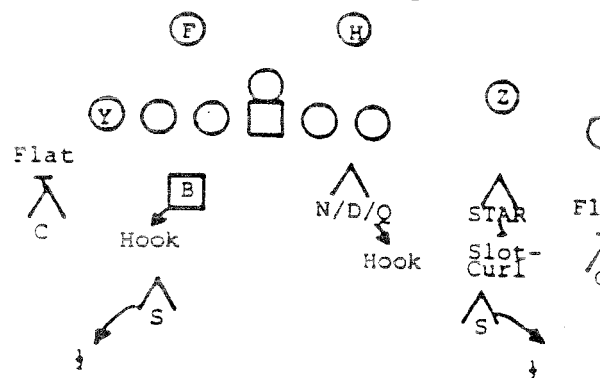
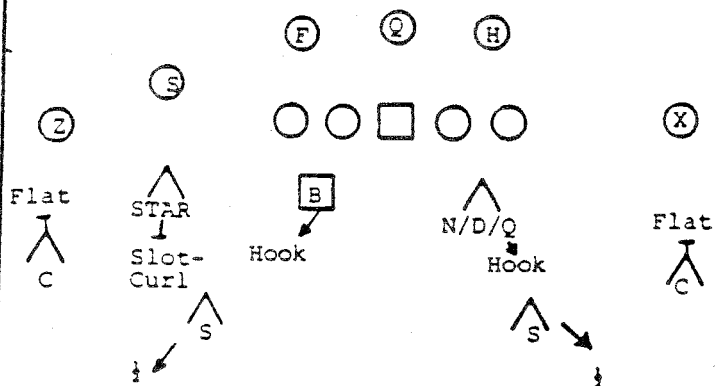
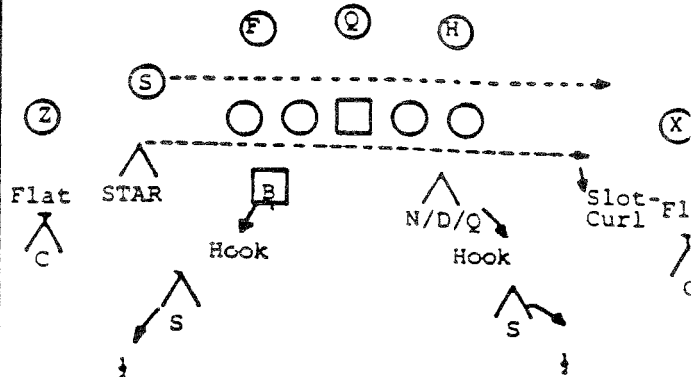
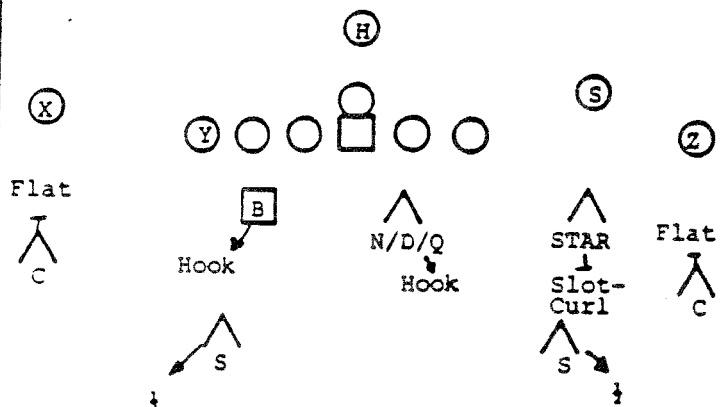
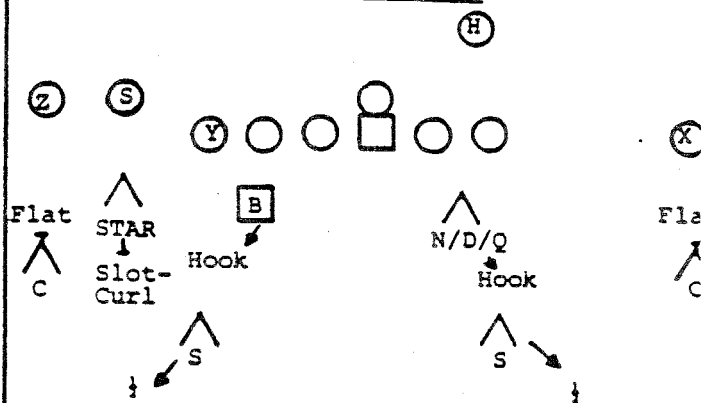
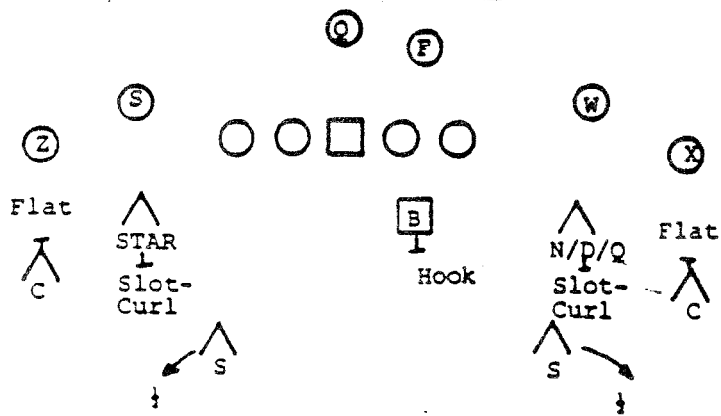
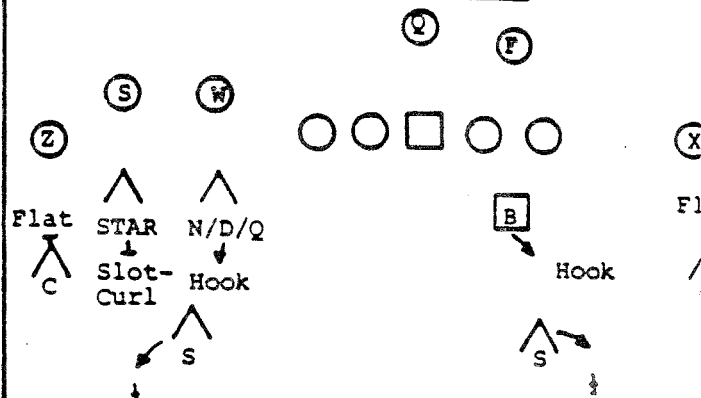
Corner/Star - Jam receiver outside and settle in flat. Cover any receiver that crosses the numbers in front of you. CP: Corner has the delay.

Safety - Cover receiver man/man using inside technique.

2. Other Defenders on "C" Side - Cover your man on all inside and deep routes using inside to outside technique. You will get flat help on "C" call to your side.

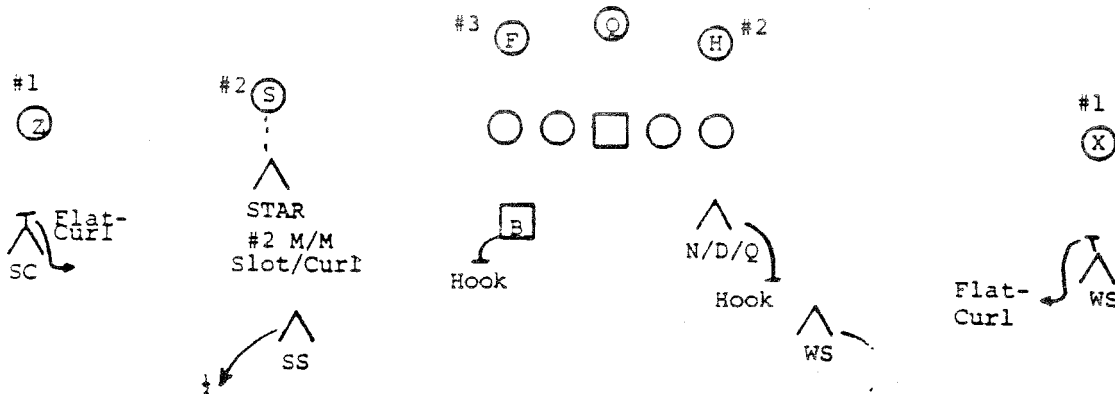
"C" Call Adjustments



1. Regular (Pro)2. Regular (Slot)3. 3 Wides4. 3 Wides5. Half (Denver)6. Half (Flood)7. 4 Wides (Double Wing)8. 4 Wides (Flood)

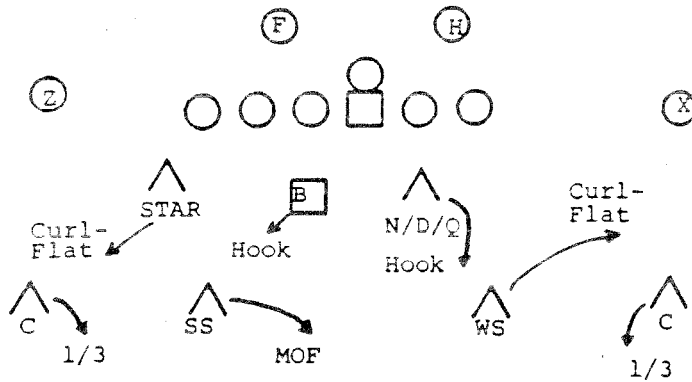
COVER #2 DOG

Cover #2 Dog - A double rotated zone with 4 under and 2 deep, and one defender covering the #2 receiver strongside man/man.

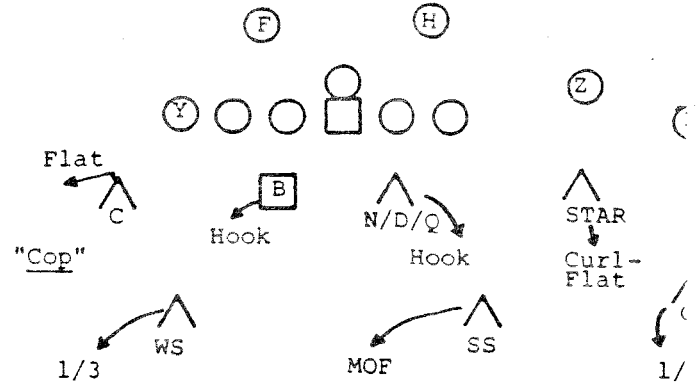


POSITION	ALIGNMENT	KEY	RESPONSIBILITY
<u>BACKER</u>	Same As Cover #2	(Thru linemen) to #2/#3	1. Open to strong/weak hook. 2. Drop to sticks, read QB, and react to ball. 3. Reroute strongside #2/#3 thru the post. CP - Weak hook defender - be aware of release by #1: #1 O/S, match-up vs. #2, offside help. #1 I/S, hold first window of in-cut. CP - Strong hook defender see #2 release, re-route if inside.
<u>NICKEL, DIME, QUARTER</u>			
<u>STAR</u>	Inside Alignment On #2	#2	1. Cover #2 man/man using inside tech. on outside & vertical release. 2. Vs. inside release, diagonal - play slot/curl responsibility. CP - No "Dog" vs. 4 Wides.
<u>STRONG CORNER</u>	Outside Shade On #1 5-7 Yds. Deep	#1	1. Jam #1 inside. 2. If #1 releases inside, get depth (15 yds.), read QB & react to ball. CP - Settle a little sooner in flat (Star dogging #2) to ball. 3. If #1 releases outside, carry him thru the fade area. You are responsible for the fade.
<u>WEAK CORNER</u>			1. Jam #1 inside. 2. If #1 releases inside, get depth (15 yds.), read QB, & react to ball. 3. If #1 releases outside, carry him thru the fade area. You are responsible for the fade.
<u>STRONG SAFETY</u>	Split #2/#3 8-10 Yds. Deep	Thru Uncovered Linemen to Backs	1. Drop as aiming point to inside edge of numbers - 17 yds. deep. 2. See flow, read #1's release, and take a hard read on QB. CP - Favor #1 more than usual with the Star dogging #2.
<u>WEAK SAFETY</u>	On #2 8-10 Yds. Deep	Thru Uncovered Linemen to Backs	1. Drop as aiming point 3 yds. inside numbers - 17 yds. deep. 2. See flow, read #1's release, and take a hard read on QB.

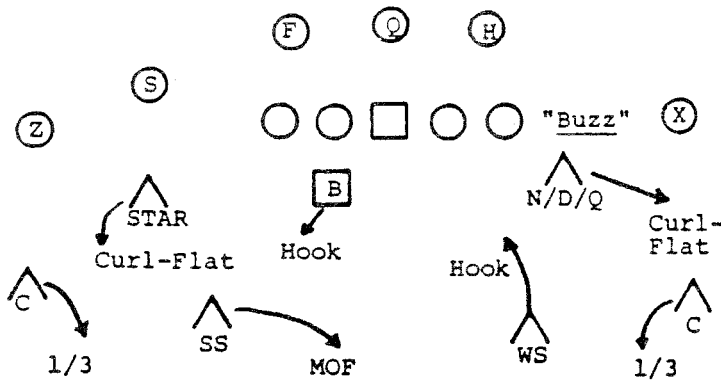
1. Regular (Pro)



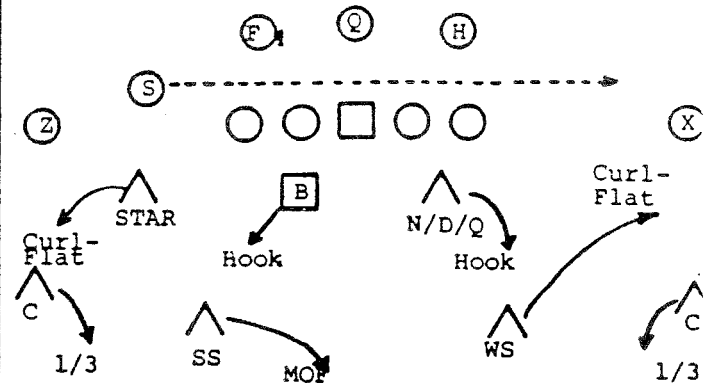
2. Regular (Slot)



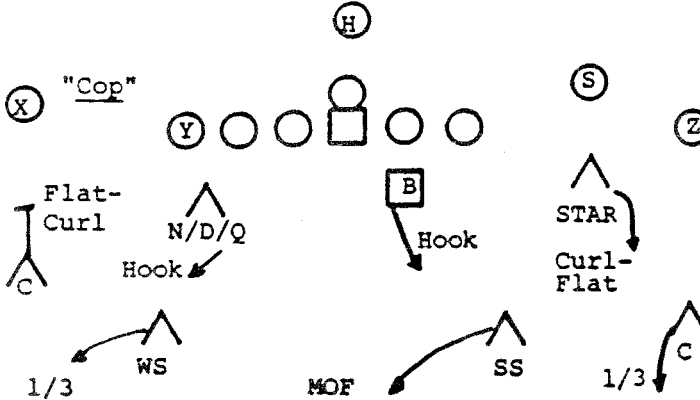
3. 3 Wides



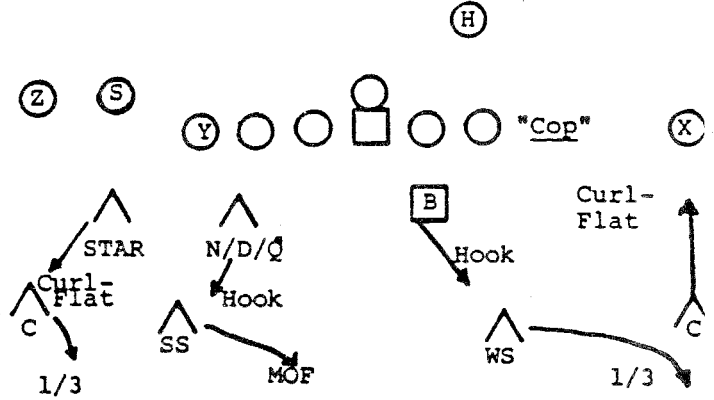
4. 3 Wides



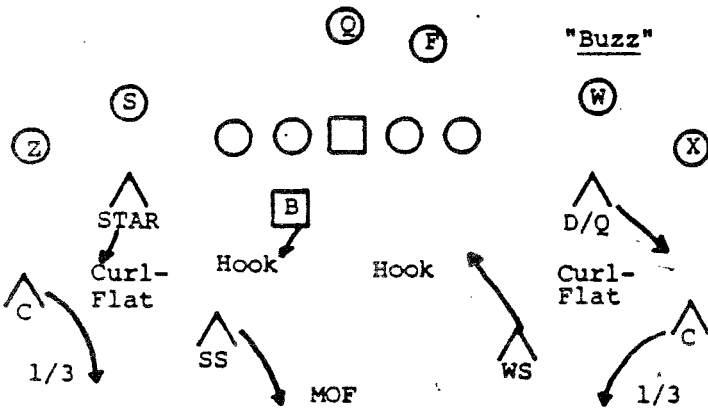
5. Half (Denver)



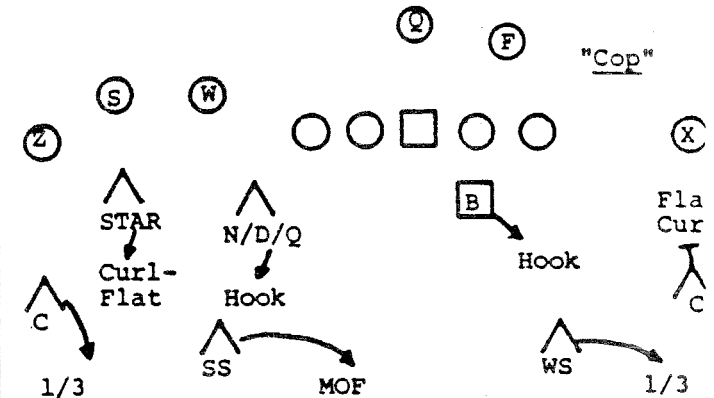
6. Half (Flood)



7. 4 Wides (Double Wing)

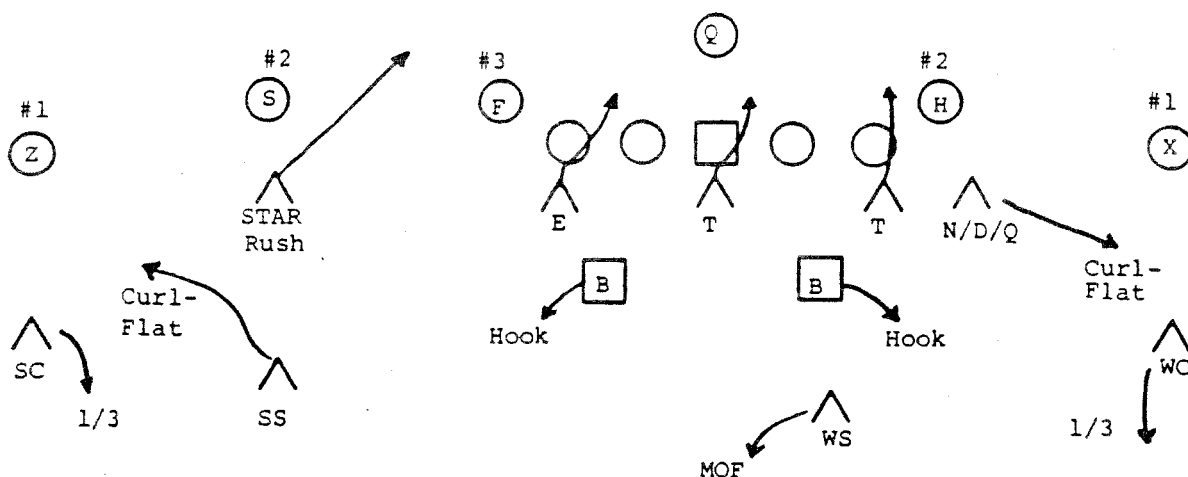


8. 4 Wides (Flood)

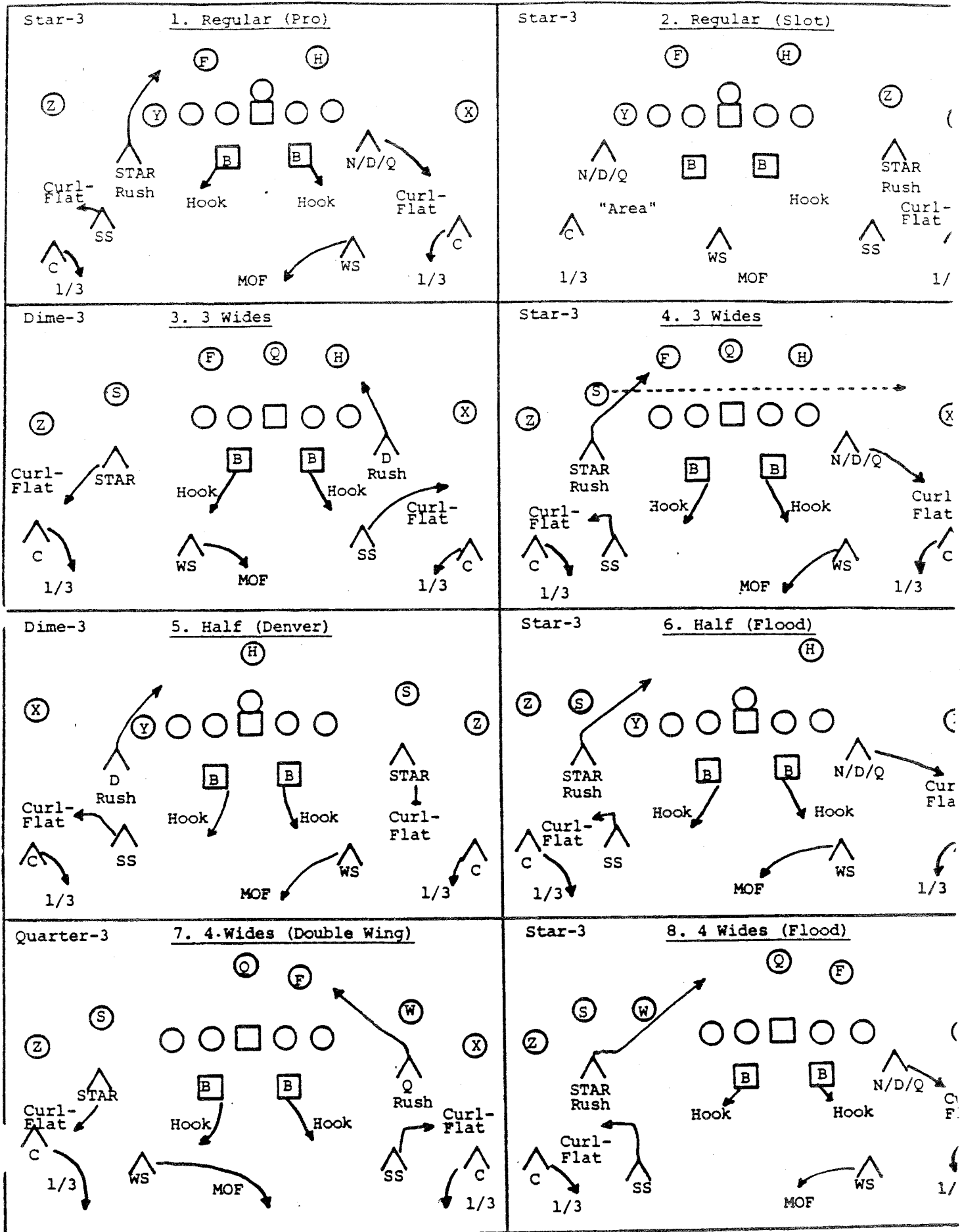


Houston

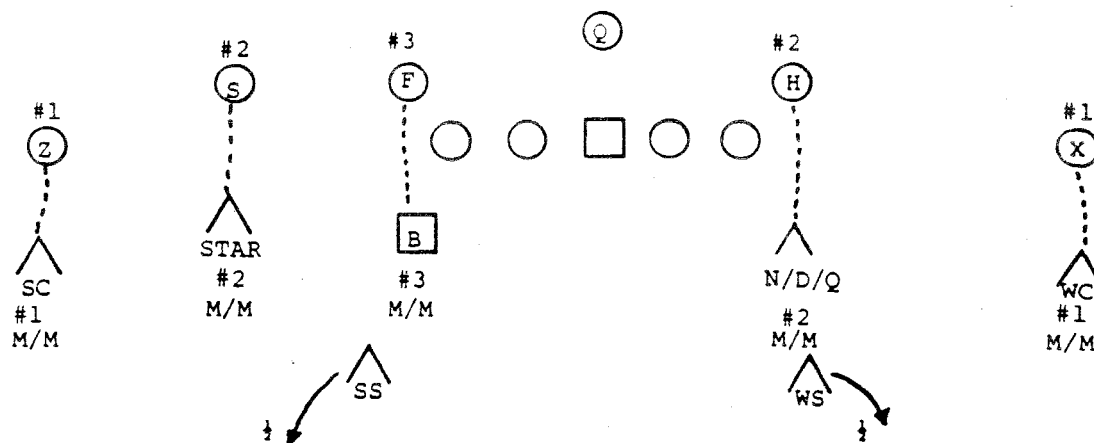
Odd (# _____) Cover #3 - A three deep zone rotated to the original formation strength with 4 underneath defenders. (# _____) is the 4th rusher.

"STAR-3"

POSITION	ALIGNMENT	KEY	RESPONSIBILITY
<u>NICKEL</u> , <u>DIME</u> <u>QUARTER</u>	Normal Odd Alignment away from STAR	Thru #2 & Weak Tackle to ball	<ol style="list-style-type: none"> 1. Open outside and cover curl/flat. 2. Pattern read #2. See the throw. 3. Be force on run and dumps to your side. 4. "Nickel/Dime/Quarter"-3 - Free rush outside. Let #2 clear
<u>BACKERS</u>	Normal Odd Alignment	Thru Uncovered Linemen to Backs, QB	<ol style="list-style-type: none"> 1. Give "Roy/Lee" call. 2. Open to your respective hook. Get out of No Cover Zone. 3. Pattern read #2. See the throw. CP - Know down/distance situation & play accordingly.
<u>STAR</u>	On #2 "Bump"	Ball	<ol style="list-style-type: none"> 1. "Star"-3 - Free rush outside - CP - Let slot clear CP - Vs. COS, no move. Rush from original side. <ol style="list-style-type: none"> 2. "Dime/Quarter/Nickel"-3 - Cover Curl to Flat CP - Vs. COS, no move
<u>STRONG</u> <u>SAFETY</u>	On #2 7-10 yds. deep to rush side	Thru Uncovered Linemen to Backs, QB	Same as Stack 3 <ol style="list-style-type: none"> 1. Drop to curl area & read patterns of #2/#3. 2. Hold curl area. See the throw. 3. Be force on run and dumps to your side. CP - Be alert for diagonal by slot. CP - Vs. COS, no move. Cover curl/flat to rush side.
<u>WEAK</u> <u>SAFETY</u>	12 yds. deep on inside leg of weak tackle	Thru Uncovered Linemen to Backs, QB	Same as Stack 3 <ol style="list-style-type: none"> 1. Cover deep middle 1/3, deep as the deepest. 2. Guarantee post help. Cover #2 on the seam. 3. Key ball and read strong to weak progression. CP - Vs. COS, no move. Play MOF responsibility.
<u>CORNERS</u>	Split Rule 8 yds. from LOS	Thru Uncovered Linemen to Backs, QB	Same as Stack 3 <ol style="list-style-type: none"> 1. Cover deep outside 1/3, deep as the deepest and thru zone midpoint applying sideline rule. 2. Read #2 (alert #2 deep). See the throw.



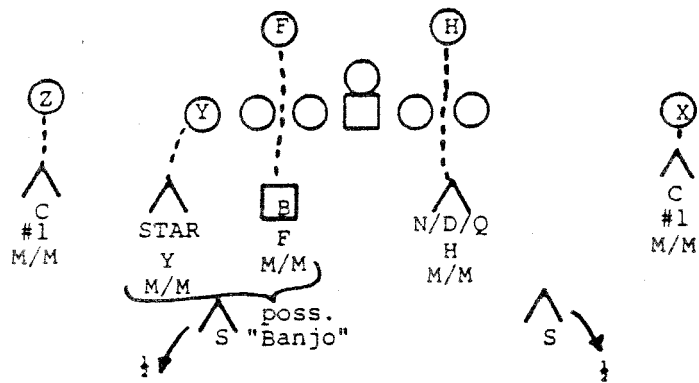
Cover #5 - A combination man/man and zone coverage. Five underneath defenders play man/man and two deep defenders play zone ($\frac{1}{2}$ the field).



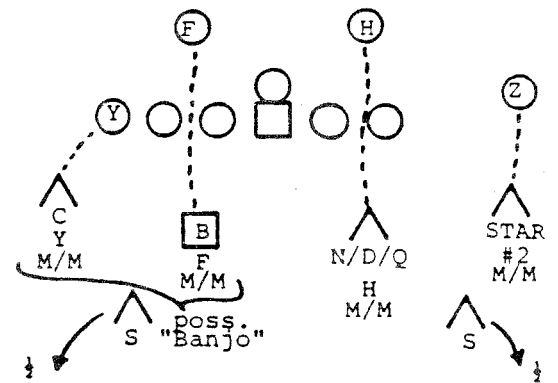
POSITION ALIGNMENT KEY RESPONSIBILITY

<u>BACKERS</u>	On your coverage (back/tight end)	(Thru linemen) to your man	1. Cover your man to goal line using trail technique. 2. If your coverage blocks, hug. CP - poss. "Banjo" between Linebackers, Sub, or WC. CP - $\frac{1}{2}$ help from Safety. Possible Exception: RC - Cover #5
<u>NICKEL DIME QUARTER</u>	On your coverage (back/TE, WR)	(Thru linemen) to your man	1. Cover your man to goal line using trail technique. 2. If your coverage blocks, hug. CP - Poss. "Banjo", "Push". CP - $\frac{1}{2}$ help from Safety. Possible Exception: RC - Cover #5
<u>CORNERS</u>	On your coverage Bump or Feather	Your Man (#1)	1. Cover #1 man/man using trail technique. 2. $\frac{1}{2}$ help from Safety. CP - Usually play this coverage from "Bump". RC-Cover #5 - RC has free rush - CP: Vs. slot, STAR has free rush
<u>STAR</u>	Inside Alignment On your coverage Bump or Feather	Your Man (#2)	1. Cover #2 man/man using inside technique (low shoulder) 2. $\frac{1}{2}$ help from Safety CP - Usually play this coverage from "Bump". CP - Poss. "Banjo" with Linebacker. RC-Cover #5 - Vs. slot, STAR has free rush
<u>STRONG SAFETY</u>	Split #2/#3 7-10 yds. deep	Thru linemen to QB	1. Drop as aiming point 3 yds. inside numbers - 17 yds. deep 2. Read #1's release and take a hard read on QB.
<u>WEAK SAFETY</u>	12 yds. deep on inside leg of weak tackle	Thru linemen to QB	1. Drop as aiming point 3 yds. inside numbers - 17 yds. deep. 2. Read #1's release and take a hard read on QB. RC-Cover #5 - Cover #1 man/man - CP: vs. slot, cover slot M/M

1. Regular

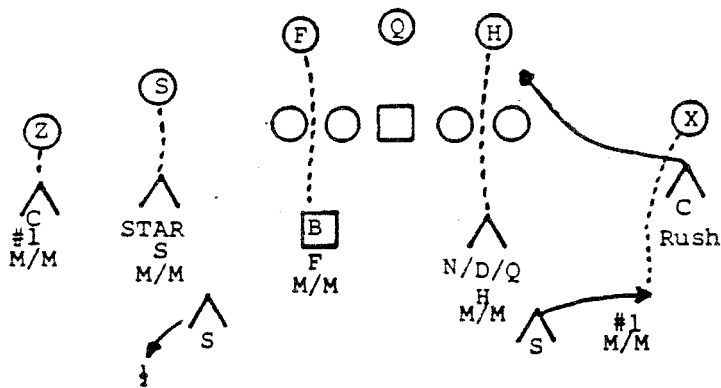


2. Regular (Slot)

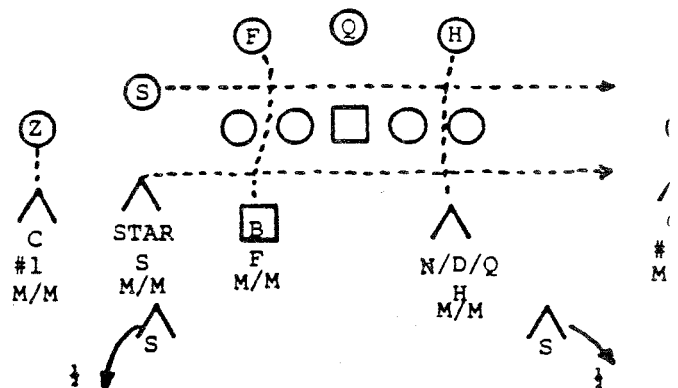


RC Cover #5

3. 3 Wides

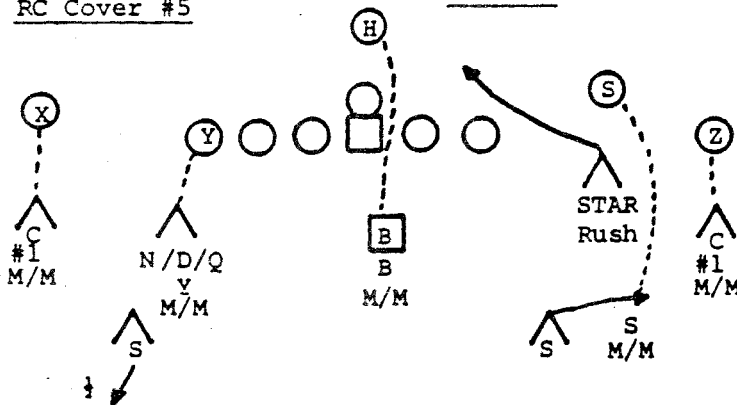


4. 3 Wides

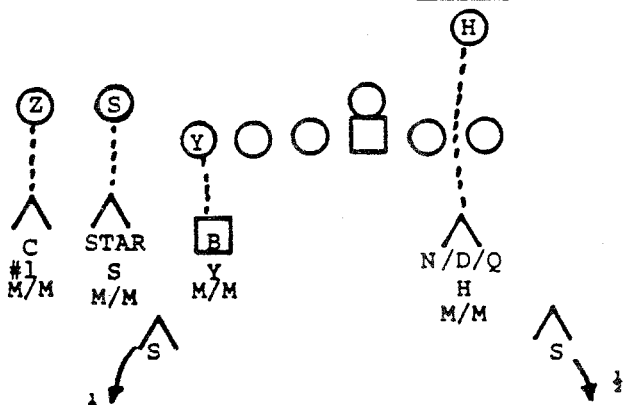


RC Cover #5

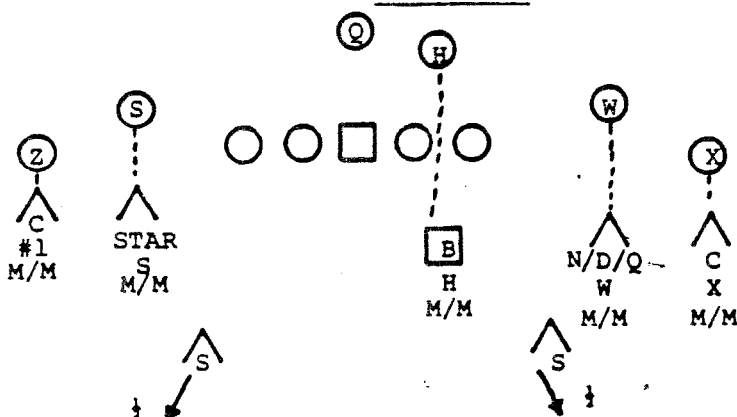
5. Half



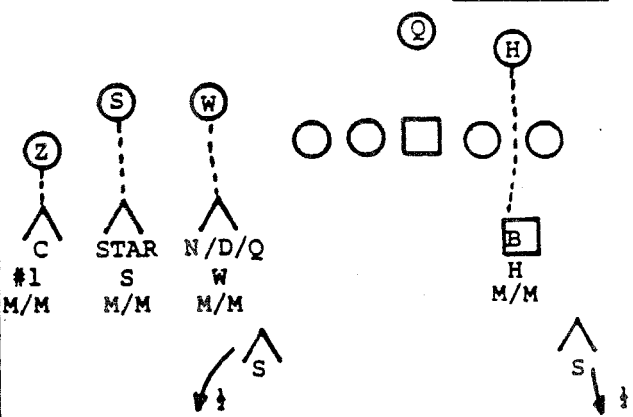
6. Half



7. 4 Wides



8. 4 Wides

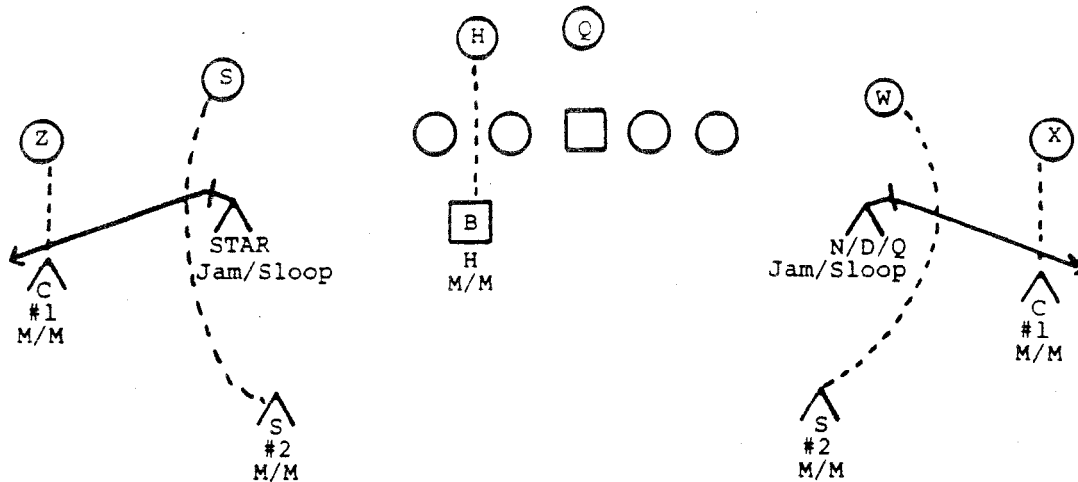


Cover #8 Sloop - A man/man coverage with sloop help on the widest receiver to each side. No post help. No Flow. Four man rush.

CP - Pre-Snap Read - make this look like Cover 2

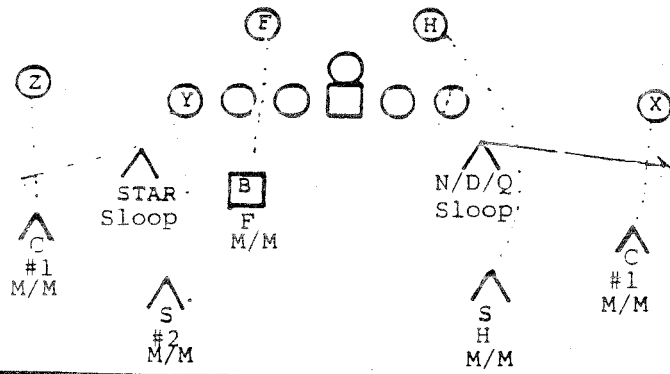
CP - Play "Ace" backside vs. 3/1

CP - Possible "Stay" call vs. 3/1: Safeties poss. "Load"; S - "Sloop" Weak

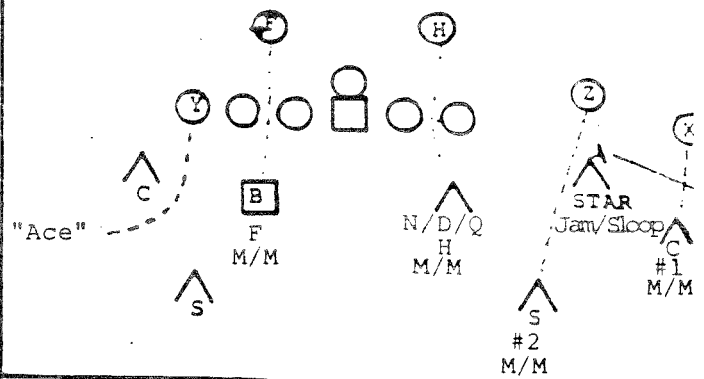


POSITION	ALIGNMENT	KEY	RESPONSIBILITY
<u>BACKER</u>	On Your Coverage	(Thru linemen to your coverage)	1. Man/Man vs. Back using inside technique - No help CP - If Back blocks, hug
<u>NICKEL, DIME, QUARTER</u>	#2 Vs. 3/1 - #3	(Thru linemen to #2)	1. Vs. 2/2, "Sloop" drop - Cover #1 on out, help on #2 outside - Cover #1 on delay. 2. Vs. #2 wide, jam #2 outside, then sloop CP - Eliminate shallow crossing route CP - #2 crosses behind you - no sloop, help vs. #1 in-cut CP - Play under #2 vs. out/tog CP - Drive under #1 out
<u>STAR</u>	#2	(Thru linemen to #2)	Vs. 3/1 1. Star same as vs. 2/2 2. N/D/Q - cover #3 using inside technique - no help CP - "Stay" vs. 3/1 - no movement, sloop drop and techniques
<u>SAFETIES</u>	On #2 7-10 Yds. Deep	#2	1. Cover #2 man/man using inside technique CP - Vs. #2 wide, Star/Dime will jam receiver outside CP - Vs. 3 Wides, slot fly play "Ace" backside CP - Vs. Flood (3W, 4W) play "Ace" backside CP - "Stay": vs. 3/1 weak safety cover #3 man/man - inside technique - Possible "Load"
<u>CORNERS</u>	#1 Numbers Rule	#1	1. Cover #1 man/man using inside technique - CP - Numbers Rule CP - Sloop help vs. out-cut CP - "Ace" backside of 3/1

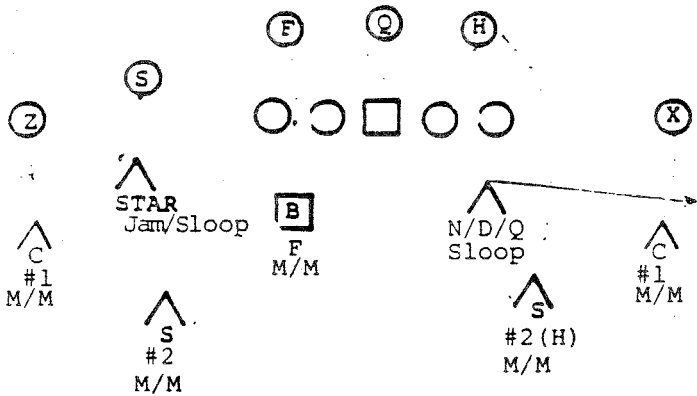
1. Regular (Pro)



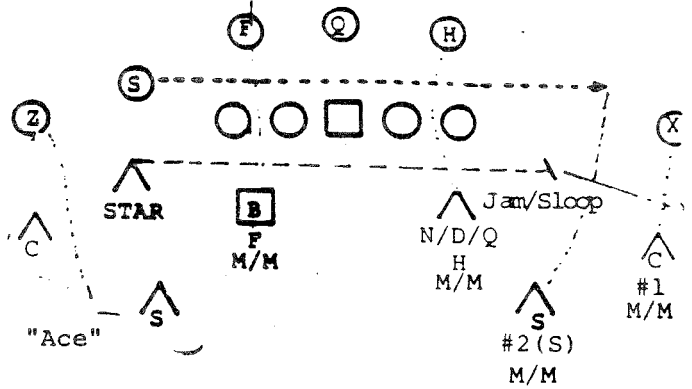
2. Regular



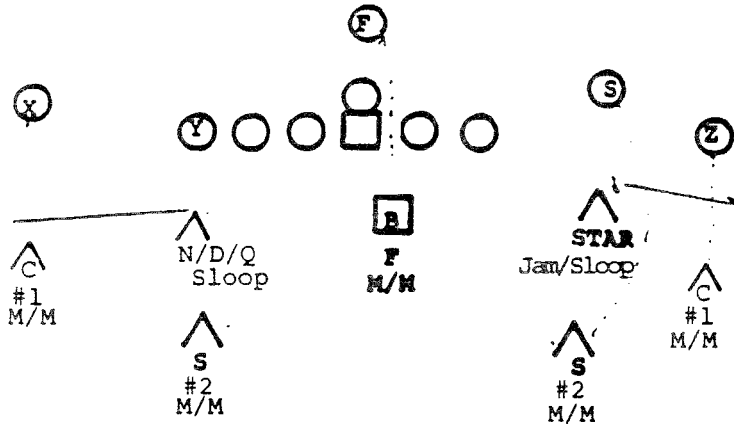
3. 3 Wides



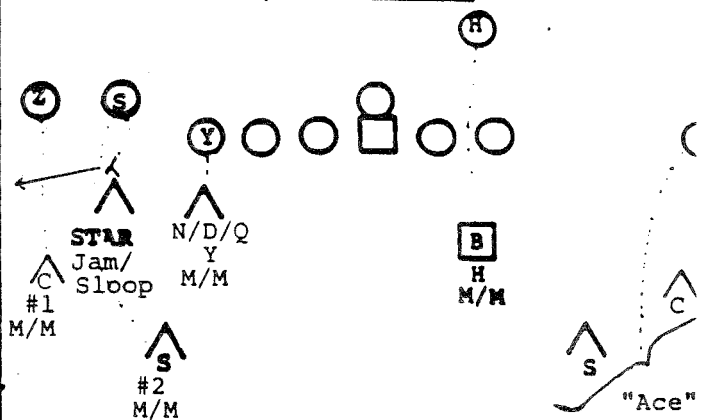
4. 3 Wides



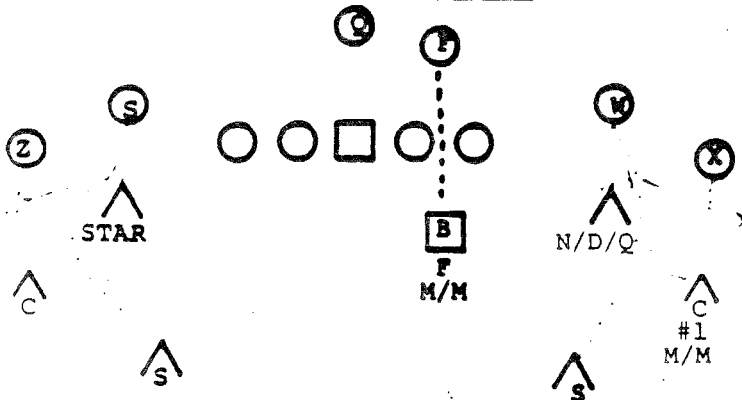
5. Half (Denver)



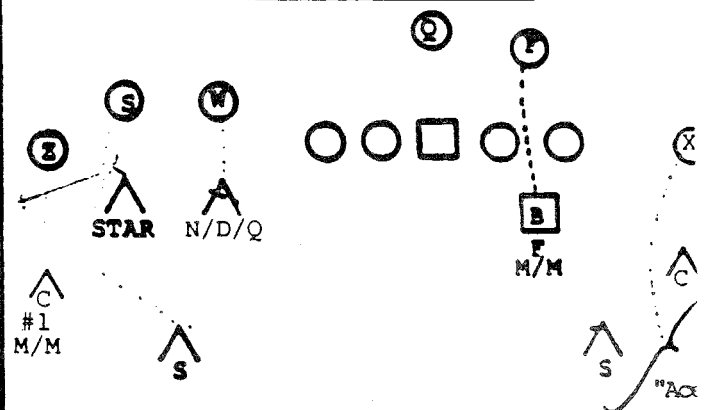
6. Half (Flood)



7. 4 Wides (Double Wing)



8. 4 Wides (Flood)



2 MINUTE CALLS

Stack (Vs. 3W/4W)

SUB

2 _____
 3 _____
 34-3 (D-Out) _____
 34-4 Deep _____

1 Funnel _____
 1 Cross _____
 2 _____
 2 Dog #2 _____
 3 _____
 5 _____
 0 _____
 Falcon _____
 Storm _____

Jump Ball _____
 Thunder _____
 Lightning (Even) _____

(Vs. REGULAR)

1 Funnel _____
 2 _____
 3 _____
 34-3 (D-Out) _____
 34-4 Deep _____
 5 _____

Odd-Jump Ball _____
 Odd-4 Deep _____

Jump Ball _____
 Hawk/Sparrow _____
 Vs. Run _____
 Poss. Blitz _____
 (game plan) _____

In a no huddle situation, coverages will be called by the designated safety and relayed by nearby players. Get the call. The designated defensive lineman will call the games. Get the call. Also, be alert for 2 calls in the huddle in anticipation of a no huddle situation.

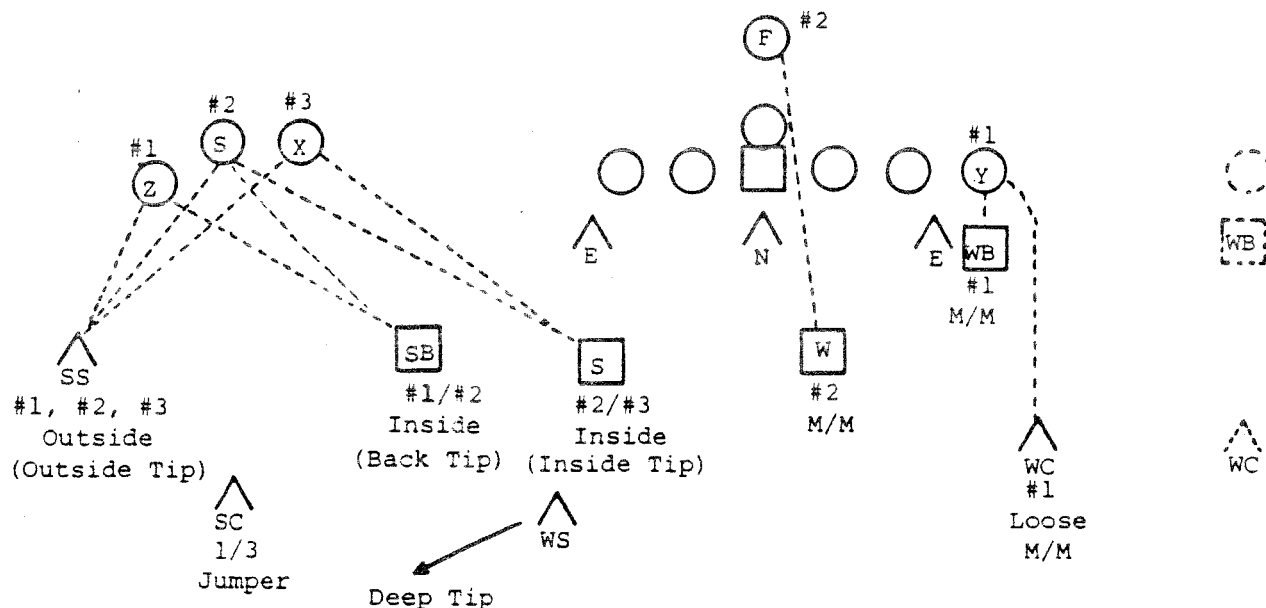
To Expend Time:

- 1) Don't let runner/receiver out of bounds.
- 2) Force ball to be thrown in front of you.
- 3) Linemen take time back to LOS after a completion - When the referee declares ball ready for play, it can be snapped and any defensive players in neutral zone can be penalized.

To Conserve Time:

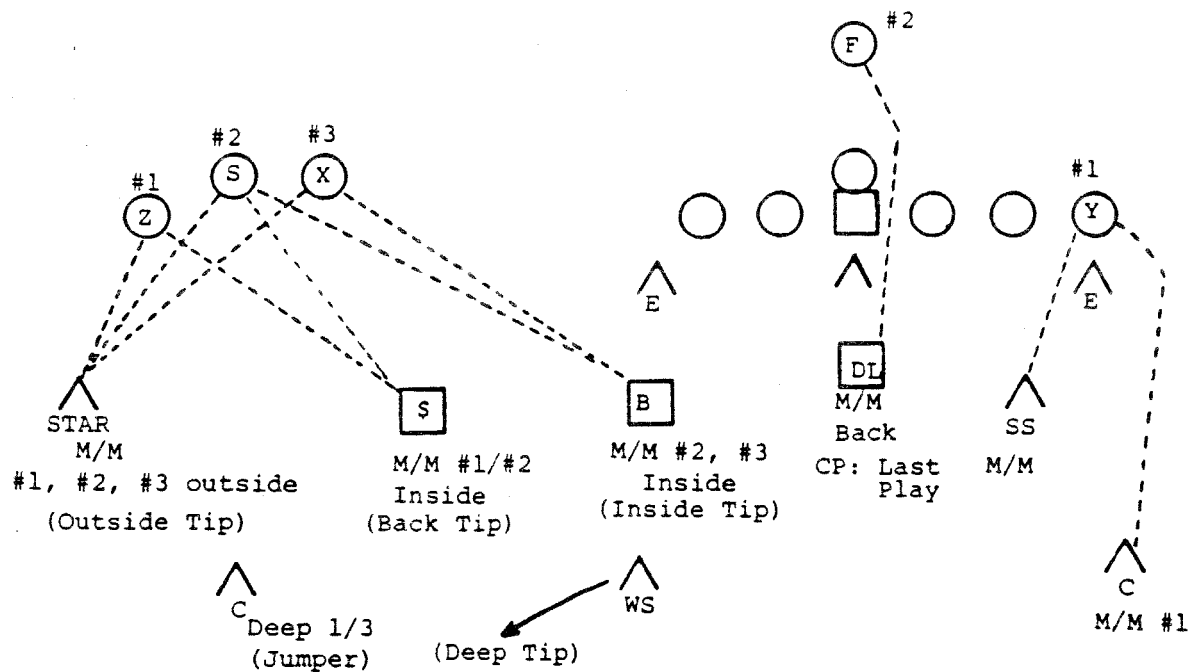
- 1) Unpile quickly - Get off the runner and allow the officials to spot the ball.
- 2) If "alert time-out" is called in the huddle, call time-out at the end of the play if the clock is running - Any player can call time-out, not just the defensive captain.

A Championship Team must be able to handle itself throughout this period without confusion and frustration.



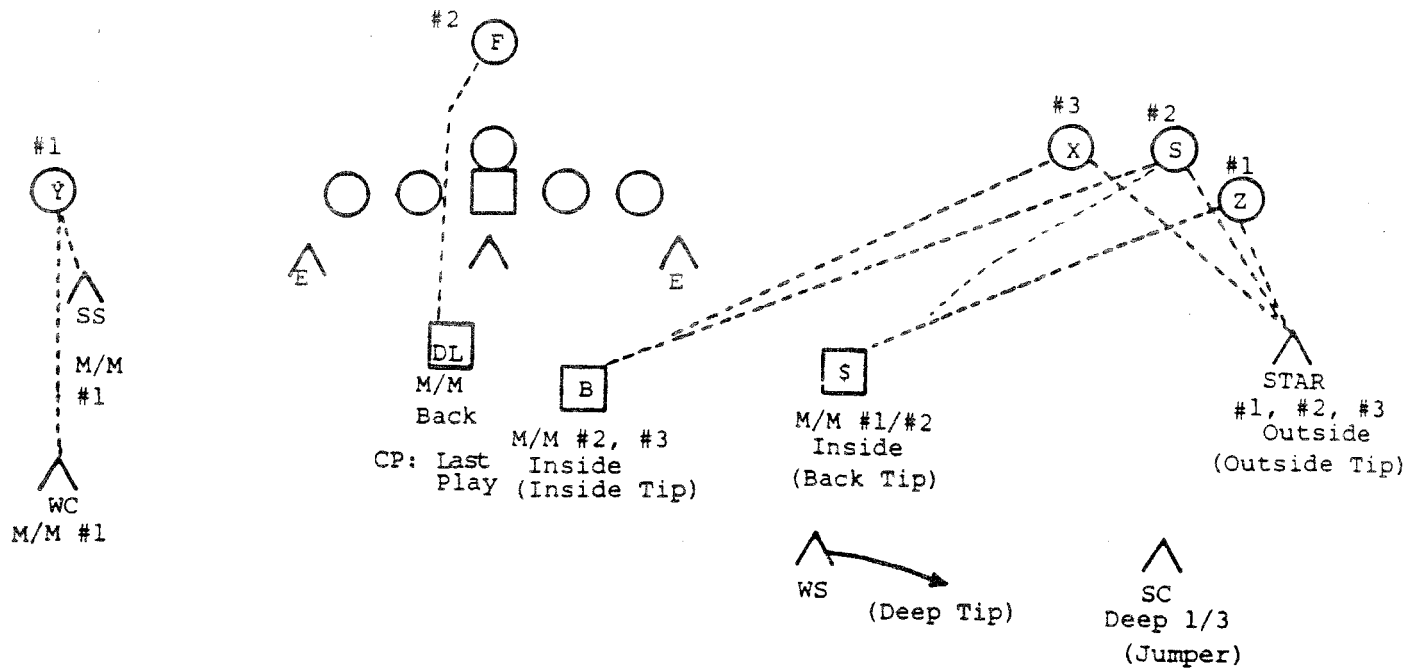
Stack Jump Ball - Defensive alignment in last minute of half Vs. Jump Ball plays.

POSITION	ALIGNMENT	KEY	RESPONSIBILITY
<u>STRONG BACKER</u>	Loosen to 3 rec. 5-10 yds. deep	#1	1. Start off running, keeping all 3 receivers outside you. 2. Cover #1/#2 on all inside routes man/man. 3. No route, continue to run and play back tip.
<u>SAM</u>	↓	Thru Line to QB #2, #3	1. Start off running thru dig area. 2. Cover #2/#3 on inside route man/man (deepest if both come inside) 3. No route, continue to run and play inside tip.
<u>WILL</u>	On #2	Thru Line to QB #2	1. Cover #2 man/man using inside technique. 2. If #2 blocks, hug. (alert screen) CP - Last play, be 2nd jumper (alert #2)
<u>WEAK BACKER</u>	On #1	Thru #1 to QB	1. Cover #1 man/man using inside technique. 2. If #1 blocks, hug.
<u>STRONG CORNER</u>	10-15 yds. deep Splitting 3 receivers	#1, #2, #3	1. Play deep outside 1/3. 2. Be jumper on jump ball (no interference).
<u>STRONG SAFETY</u>	Outside Widest Receiver 5 yds. deep	Thru #1, #2, #3 to QB	1. Start off running. 2. Cover outside route to 25 yds. by #1, #2, #3. 3. No route, continue to run and play outside tip.
<u>WEAK SAFETY</u>	15-25 yds. deep Favor 3 rec. side	Thru Linemen to QB #1, #2, #3	1. Drive over the top of 3 receivers. Get depth. 2. Read QB and break on ball. 3. Play deep tip on jump ball.
<u>WEAK CORNER</u>	10-12 yds. deep on #1	Thru #1 to QB	1. Loose man/man on #1. 2. Don't count on any deep help (have necessary depth). CP - You will get short help from LB'er.

SUB VS. JUMP BALL

"Odd" - designated lineman covers F Man/Man

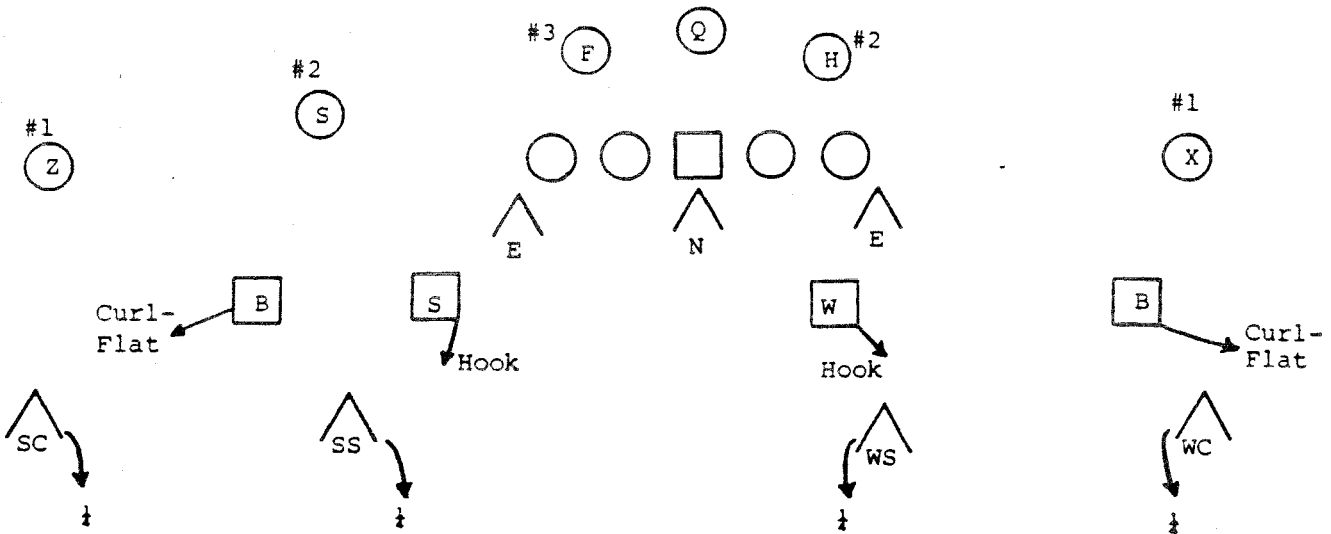
POSITION	ALIGNMENT	KEY	RESPONSIBILITY
<u>\$</u> <u>BACKER</u>	Line inside of 3rd rec. 3 yds. off	#1	1. Start off running, keeping all 3 receivers outside you. 2. Cover #1/#2 inside on all routes M/M. 3. No route, continue to run and play back tip.
<u>BACKER</u>	On Guard 6 yds. deep	Thru Line to QB #2, #3	1. Start off running thru dig area. 2. Cover #2/#3 M/M on inside route. (deepest if both come inside) 3. No route, continue to run and play inside tip.
<u>STRONG SAFETY</u>	On #1	Thru #1 to QB	1. Cover #1 man/man using inside technique. 2. If #1 blocks, hug. (alert screen) CP: Star & SS must line up on opposite sides.
<u>STRONG CORNER</u>	10-15 yds. deep Splitting 3 Receivers	#1, #2, #3	1. Play deep outside third. 2. Be jumper (no interference).
<u>STAR</u>	Outside Widest Receiver 5 Yds. deep	Thru #1, #2, #3 to QB	1. Start off running. 2. Cover outside route to 25 yds. of #1, #2, #3. 3. No route, continue to run and play outside tip.
<u>WEAK SAFETY</u>	15-25 yds. deep Favor 3 rec. side	Thru Linemen to QB #1, #2, #3	1. Drive over the top of 3 receivers. Get depth. 2. Read QB and break on ball. 3. Play deep tip on jump ball.
<u>WEAK CORNER</u>	10-12 yds. deep On #1	#1	1. Loose man to man on #1. 2. Don't count on any deep help. (have necessary depth)



"Odd" - designated lineman covers back man/man

POSITION	ALIGNMENT	KEY	RESPONSIBILITY
<u>S</u> <u>BACKER</u>	Line inside or 3rd rec. 3 yds. off	#1	<ol style="list-style-type: none"> 1. Start off running, keeping all 3 receivers outside you. 2. Cover #1/#2 inside on all routes M/M. 3. No route, continue to run and play back tip.
<u>BACKER</u>	On Guard 6 yds. deep	Thru Line to QB #2, #3	<ol style="list-style-type: none"> 1. Start off running thru dig area. 2. Cover #2/#3 M/M on inside route. (deepest if both come inside) 3. No route, continue to run and play inside tip.
<u>STRONG</u> <u>SAFETY</u>	On #1	Thru Line to QB #2	<ol style="list-style-type: none"> 1. Cover #2 man/man using inside technique. 2. If #2 blocks, hug. (alert screen) <p>CP: Star & SS must line up on opposite sides.</p>
<u>STRONG</u> <u>CORNER</u>	10-15 yds. deep Splitting 3 receivers	#1, #2, #3	<ol style="list-style-type: none"> 1. Play deep outside third. 2. Be jumper (no interference).
<u>STAR</u>	Outside Widest Receiver 5 yds. deep	Thru #1, #2, #3 to QB	<ol style="list-style-type: none"> 1. Start off running. 2. Cover outside route to 25 yds. of #1, #2, #3. 3. No route, continue to run and play outside tip.
<u>WEAK</u> <u>SAFETY</u>	15-25 yds. deep Favor 3 rec. side	Thru Linemen to QB #1, #2, #3	<ol style="list-style-type: none"> 1. Drive over the top of 3 receivers. Get depth. 2. Read QB and break on ball. 3. Play deep tip on jump ball.
<u>WEAK</u> <u>CORNER</u>	10-12 yds. deep On #1	#1	<ol style="list-style-type: none"> 1. Loose man to man on #1. 2. Don't count on any deep help. (have necessary depth)

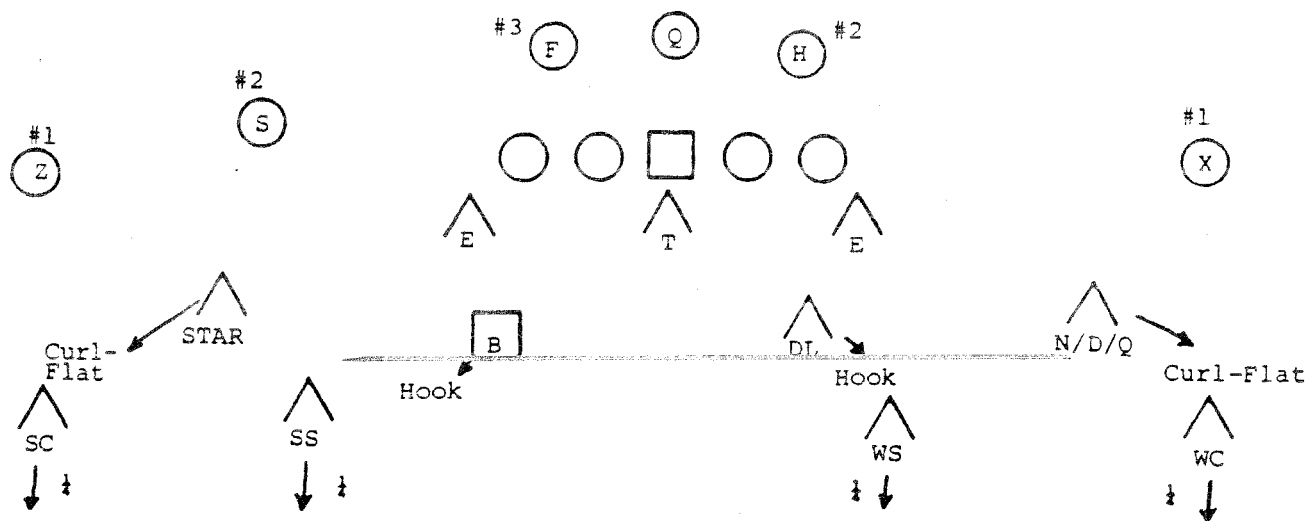
34-4 DEEP



34-4 Deep - A defense used to prevent the long pass.

POSITION	ALIGNMENT	KEY	RESPONSIBILITY
<u>STRONG BACKER</u>	in curl area	Thru #2 to QB	1. Cover curl-flat using "sloop" drop. See the throw. CP: Walk technique CP: Poss. "out" call (jam #1 inside)
<u>SAM</u>	in hook area	Thru #2/#3 to QB	1. Cover strong hook. Reroute #2/#3 on vertical release. See the throw.
<u>WILL</u>	in hook area	Thru #2/#3 to QB	1. Cover weak hook. Reroute #2 on vertical release. See the throw.
<u>WEAK BACKER</u>	in curl area	Thru #2 to QB	1. Cover curl-flat using "sloop" drop. See the throw. CP: Walk technique CP: Poss. "out" call (jam #1 inside)
<u>STRONG CORNER</u>	10-12 yds. deep	Thru #2 to QB	1. Cover deep outside 1/2 deep as the deepest. See the throw. CP: Midpoint = outside edge of numbers.
<u>STRONG SAFETY</u>	12-14 yds. deep	Thru #2 to QB	1. Cover deep inside 1/2 deep as the deepest. See the throw. CP: Midpoint = midway between hash and numbers.
<u>WEAK SAFETY</u>	12-14 yds. deep	Thru #2 to QB	1. Cover deep inside 1/2 deep as the deepest. See the throw. CP: Midpoint = midway between hash and numbers.
<u>WEAK CORNER</u>	10-12 yds. deep	Thru #2 to QB	1. Cover deep outside 1/2 deep as the deepest. See the throw. CP: Midpoint = outside edge of numbers.

ODD - 4 DEEP



"Odd" - 4 Deep - A defense used to prevent the long pass.

POSITION	ALIGNMENT	KEY	RESPONSIBILITY
<u>STAR</u>	in curl area	Thru #2 to QB	1. Cover curl-flat using "sloop" drop. See the throw. CP: Walk technique CP: Poss. "out" call (jam #1 inside)
<u>BACKER</u>	in hook area	Thru #2/#3 to QB	1. Cover strong hook. Reroute #2/#3 on vertical release. See the throw.
<u>DESIGNATED LINEMAN</u>	in hook area	Thru #2/#3 to QB	1. Cover weak hook. Reroute #2 on vertical release. See the throw.
<u>NICKLE DIME QUARTER</u>	in curl area	Thru #2 to QB	1. Cover curl-flat using "sloop" drop. See the throw. CP: Walk technique CP: Poss. "out" call (jam #1 inside)
<u>STRONG CORNER</u>	10-12 yds deep	Thru #2 to QB	1. Cover deep outside $\frac{1}{2}$ deep as the deepest. See the throw. CP: Midpoint = outside edge of numbers.
<u>STRONG SAFETY</u>	12-14 yds deep	Thru #2 to QB	1. Cover deep inside $\frac{1}{2}$ deep as the deepest. See the throw. CP: Midpoint = midway between hash and numbers.
<u>WEAK SAFETY</u>	12-14 yds deep	Thru #2 to QB	1. Cover deep inside $\frac{1}{2}$ deep as the deepest. See the throw. CP: Midpoint = midway between hash and numbers.
<u>WEAK CORNER</u>	10-12 yds deep	Thru #2 to QB	1. Cover deep outside $\frac{1}{2}$ deep as the deepest. See the throw. CP: Midpoint = outside edge of numbers.

Out Calls - Made in Cover 3 when we want to harass/hit wide receivers.

"Out" defender lines up square on outside shoulder of wide receiver and jams him inside (vs. outside release, get depth and cover fade). Get depth after release and squeeze receiver from outside. No pattern read. Make QB throw short and inside. Don't jump anything short until ball is in the air. Make a sure tackle and keep ball in bounds.

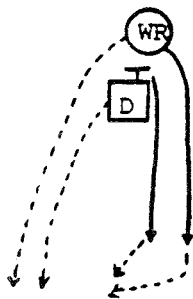
Strong Out - Strong Safety lines up on #1 receiver.

CP - Note adjustments on SS alignment depending on call.

Weak Out - Weak backer lines up on #1 receiver.

Double Out - Play Strong Out & Weak Out.

Out Technique

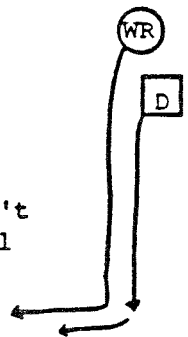


Jam #1 inside. Get depth and take away Q pattern. Vs. outside release, get depth and cover fade, looking back inside.



Ball

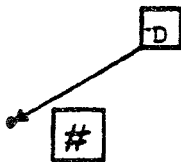
Jam #1 inside. Get depth and squeeze inside routes. Take away deep patterns. No pattern read. Don't jump backs short until ball is in the air.



Walk Technique (Weakside)

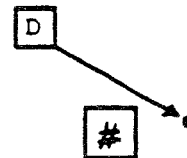


Ball



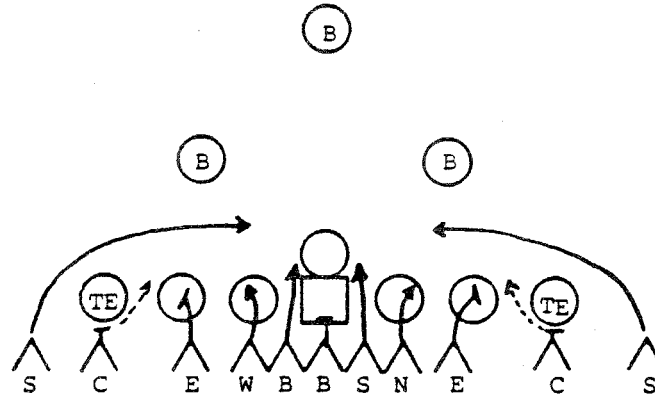
Split the distance between the wide receiver and the closest offensive lineman.

CP - vs. TE as #2, alignment may be tighter according to situation. Take normal sloop drop, reading #2 receiver.



11 DOWN

11 Down - a defense used at the end of the game to try to get the ball back.



POSITION	ALIGNMENT	RESPONSIBILITY
<u>Outside Backer</u>	On Ball	1. Drive through Center's legs and cause fumble on QB/C exchange CP - Anticipate snap count
<u>Outside Backer</u>	A Gap	1. Drive through Center's legs and recover fumble from QB/C exchange CP - Narrow stance
<u>SAM</u>	A Gap	1. Drive through Center's legs and recover fumble from QB/C exchange CP - Narrow stance
<u>NOSE</u>	Inside Guard	1. Drive Guard outside
<u>WILL</u>	Inside Guard	1. Drive Guard outside
<u>ENDS</u>	Inside Tackle	1. Drive Tackle outside
<u>SAFETIES</u>	Outside Formation	1. Get across LOS and down QB
<u>CORNERS</u>	Head Up Coverage	1. Cover #1 man/man (tight or split) 2. If #1 tight blocks, down QB

